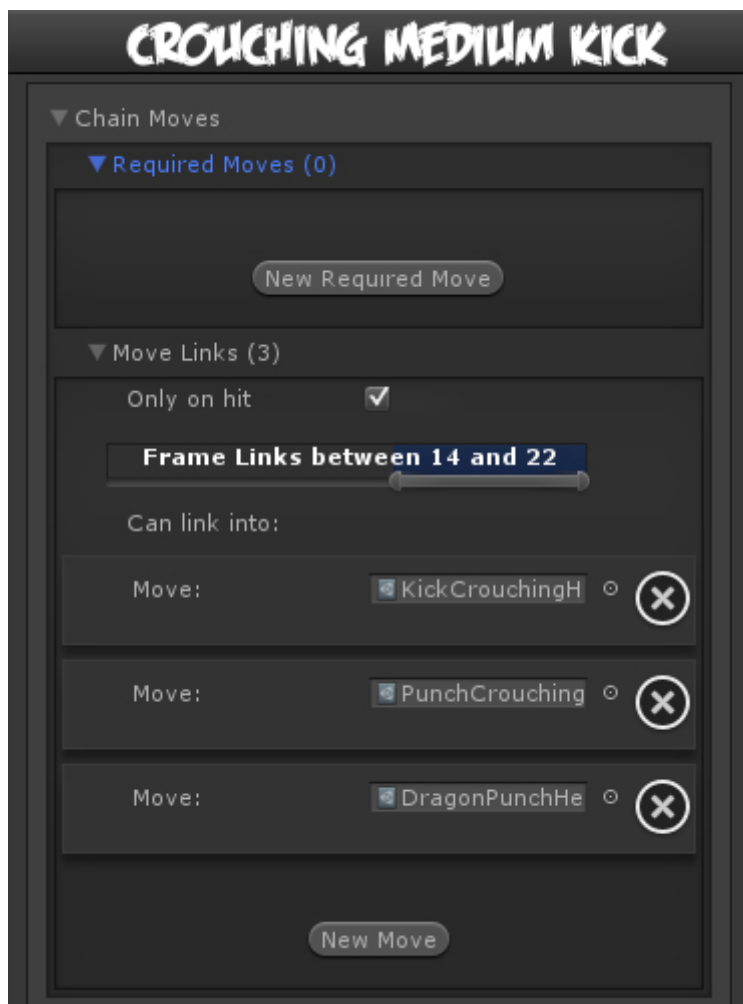


Chain Moves (Move Link)

Create custom combos and linkers by chaining moves using animation cancel techniques and frame links. This feature is only available in the **PRO** and **SOURCE** versions of UFE.



Required Moves

If you are making a custom combo, you may have this move be only accessible after the previous hit in a chain was cast. Multiple Required Moves means multiple options for this move to be executed.

Note: A required move link can only happen if the previous move also has a **Move Link** set to this move.

Example 1: Pressing *Button 1* twice can cause the character to use swing both the right and left hands to punch. *Left Punch* can be a move with the requirements of having *Right Punch*, also with *Button 1* as button execution, as its predecessor in order to be triggered.

Example 2: A move can also be triggered by several different moves. If you have *Right Punch* and *Right Kick* as Required Moves, it means that this move can be linked from *Right Punch* **or** *Right Kick*.

Move Links

Select the moves in which this move can be canceled into.

Frame link: In which frames during this move should the following moves be linkable. If the conditions are met, this move will automatically get canceled in the frame it is in.

Link Conditions:

- No Conditions: The following linked moves can be executed as soon as the frame links allow.
- Hit Confirm: The following linked moves can be executed according to the options below.
- Counter Move: The following linked moves can be executed according to the options below.

Hit Confirm

Triggers when the opponent gets hit by this attack.

▼ Chain Moves

► Required Moves (0)

▼ Move Links (1)

Frame Links between 34 and 80

Link Conditions: Hit Confirm

▼ Hit Confirm Options

On Strike	<input checked="" type="checkbox"/>
On Block	<input type="checkbox"/>
On Parry	<input type="checkbox"/>

▼ Linked Moves (1)

Auto (ignore inputs)	<input checked="" type="checkbox"/>
Startup Frame:	1

Move: SuperJump

New Move

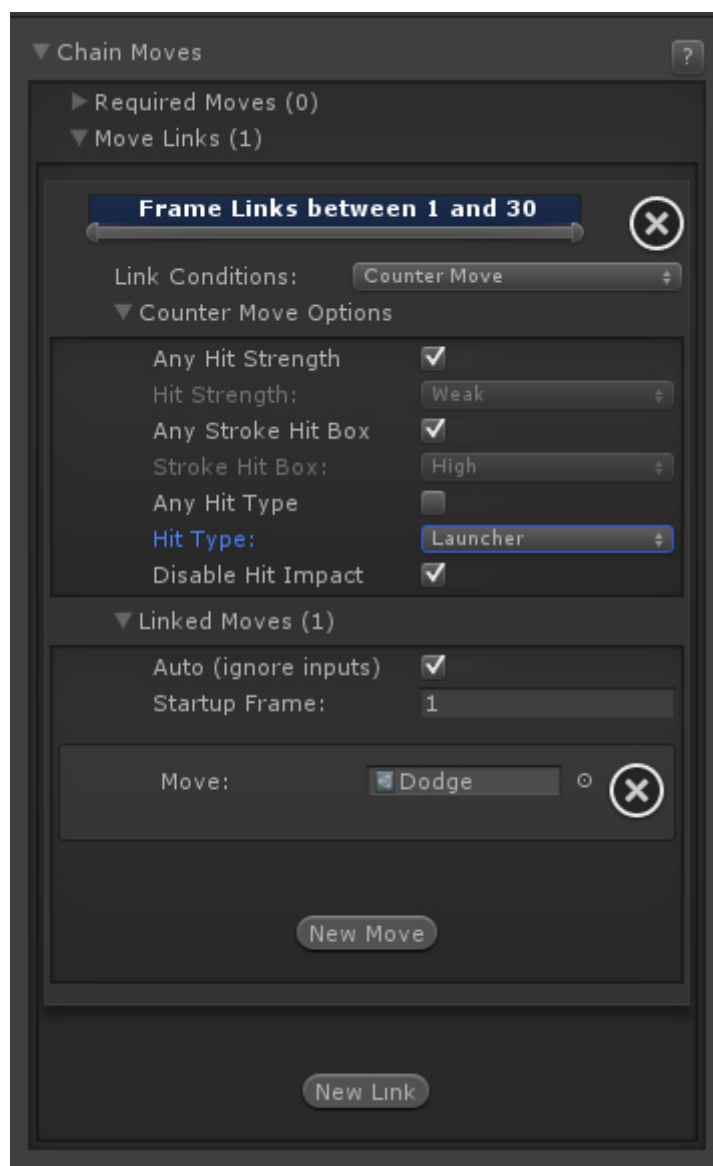
New Link

- On Strike: If the move strikes the opponent
- On Block: If the move hits the opponent while they are blocking

- On Parry: If the move hits the opponent as they parry

Counter Move

Triggers when the player gets hit by an opponent as this move is being executed



- Hit Strength: If *Any Hit Strength* is toggled off, this link will only be possible if the attack meets this criteria.
- Stroke Hit Box: If *Any Stroke Hit Box* is toggled off, this link will only be possible if the hit strikes this type of hit box.
- Hit Type: If *Any Hit Type* is toggled off, this link will only be possible if the attack meets this criteria.
- Disable Hit Impact: If enabled and all conditions are met, the impact will be ignored by the engine as it never touched any of the hitboxes.

Linked Moves

If all conditions are met these are the moves this move can link into.

- Auto (ignore inputs): If enabled, the first move on this list will be automatically triggered regardless of the input required.
- Startup Frame: Allows you to set in which frame should the following move(s) start from. Useful for building custom combos such as [Killer Instinct auto-doubles](#).
- Move(s): The list of linked moves.

Note: This is not the only means for a combo. Raw combos can be set by carefully adjusting the frame advantages between moves so the opponent remains on hit stun. This is how most of the [BnB](#) combos in the Mortal Kombat and KI series work.

Code example:

```
void OnMove(MoveInfo move, CharacterInfo player){
    Debug.Log(move.moveName + " linkable moves:");
    foreach(MoveInfo nextMove in move.frameLink.linkableMoves){
        Debug.Log(nextMove.moveName);
    }
}
```

[< Back to Move Editor](#)

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