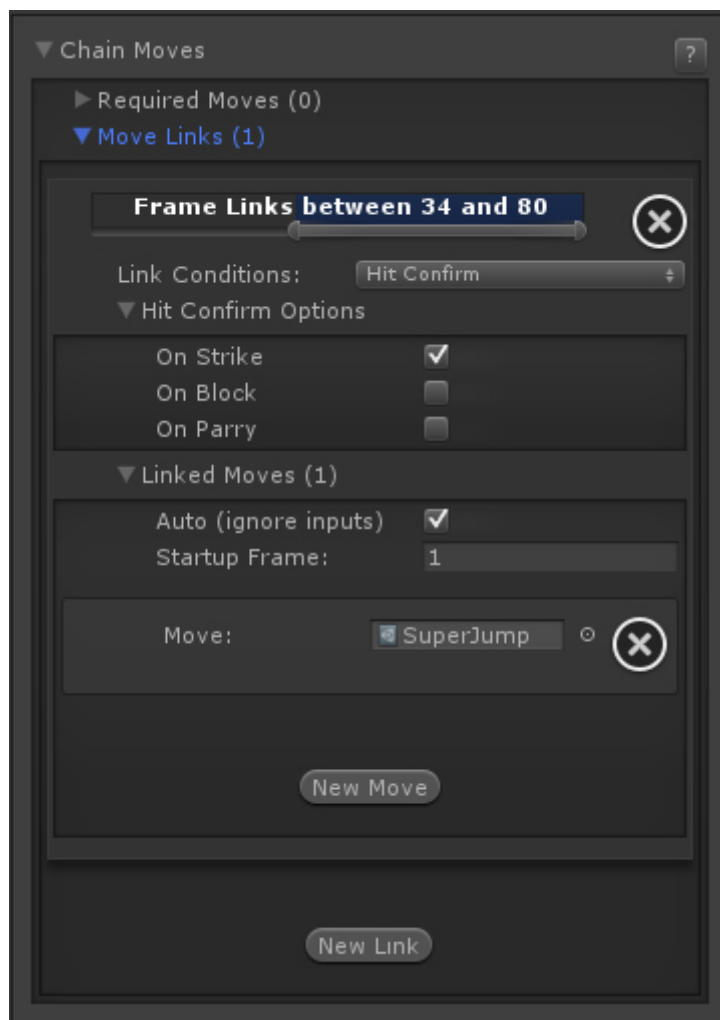


# Chain Moves (Move Link)

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.
- 

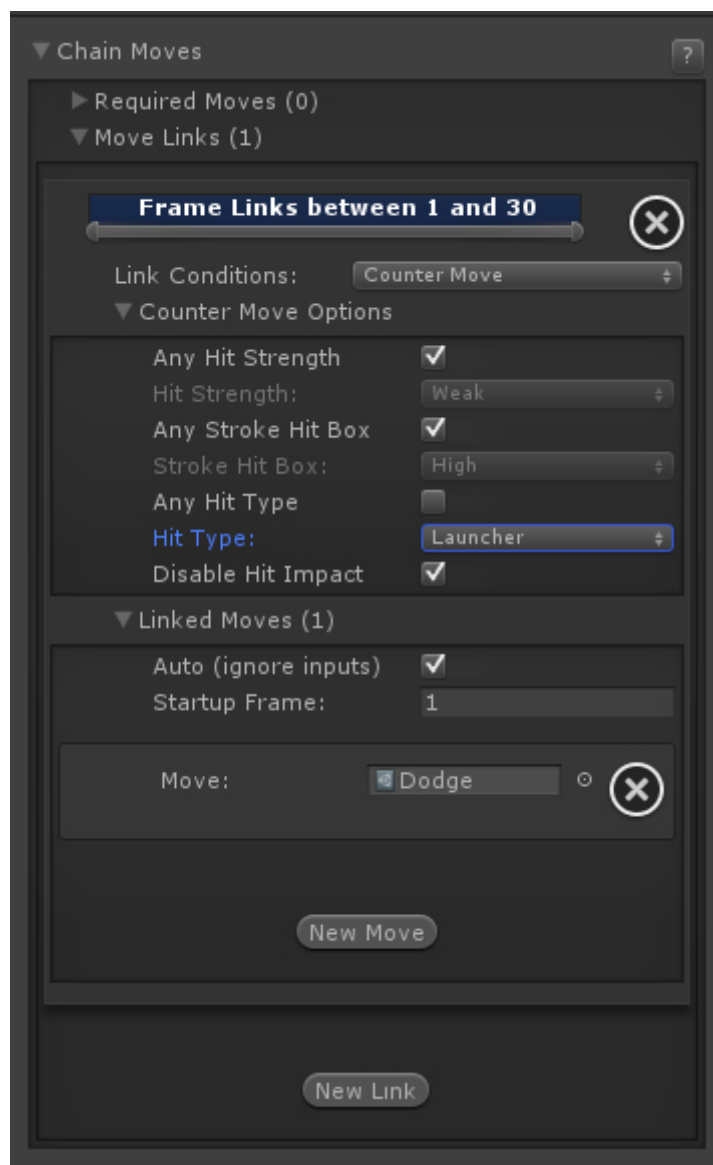
### Hit Confirm

Triggers when the opponent gets hit by this attack.

- 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](#)

From:

<http://www.ufe3d.com/> - **Universal Fighting Engine**

Permanent link:

<http://www.ufe3d.com/doku.php/move:chainmoves?rev=1398836188>

Last update: **2014/04/30 01:36**

