# **Chain Moves**

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.

▼ Chain Moves ?			
▶Required Moves (0) ▼Move Links (1)			
Frame Links between 34 and 80			
Link Conditions: Hit Confirm +			
On Strike 🗸 On Block On Parry			
▼Linked Moves (1)			
Auto (ignore inputs) 🔽 Startup Frame: 1			
Move: SuperJump © 🗙			
New Move			
New Link			

## **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.

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

<u>Example 1</u>: 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.

<u>Example 2</u>: 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

▼ Chain Moves ?			
▶ Required Moves (0) ▼ Move Links (1)			
	Frame Links betwee	in 1 and 30 🗙	
	Link Conditions: Counter Move + Counter Move Options		
	Any Hit Strength Hit Strength: Any Stroke Hit Box Stroke Hit Box: Any Hit Type	▼ Weak ¢ ▼ High ¢	
	Hit Type: Disable Hit Impact	Launcher ‡	
▼Linked Moves (1)			
	Auto (ignore inputs) Startup Frame:	<b>7</b> 1	
	Move: 🔤	Dodge © 🛞	
New Move			
New Link			

- 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 *Killer Instinct* 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);
}
```

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