

# Gauge Options

You can set the move's gauge gains and requirements here.

▼ Gauges (1) ?

**Casting Timeline**

Target Gauge: Gauge 1

**Frame Events**

Frame: 0

Gauge Gain (%) 0

Start Draining ☒

- Inhibit Gauge Gain ☒

- Drain Per Second (%): 10

- Total Drain (%): 100

- Move (Drain Complete): None (Move Info)

- Stance (Drain Complete): Stance 1

Stop Draining ☐

**Self**

Gauge Gain on Hit (%) 0

Gauge Gain on Block (%) 0

Gauge Required (%) 100

Gauge Cost (%) 0

**Opponent**

Gauge Gain on Hit (%) 0

Gauge Gain on Block (%) 0

Gauge Gain on Parry (%) 0

New Gauge Options

**Target Gauge:** Select which gauge these options will affect.

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## Frame Events

**Frame:** Which frame of the move will this event trigger?

**Gauge Gain (%):** How much of the gauge will be filled in percent?

**Start Draining:** Once triggered, the gauge will start draining using the values below.

- *Inhibit Gauge Gain:* If toggled the character will not gain gauge while draining is active.
- *Drain Per Second (%):* How much meter will be drained over the course of a second while drain is active.
- *Total Drain (%):* How much should be drained total (to drain the full bar just type in 100).
- *Move (Drain Complete):* Once the drain is over you can force the character to automatically play a move (like [Jason Voorhees](#)' Pursuit move in Mortal Kombat X). This move will automatically overwrite any move the character might be playing.
- *Stance (Drain Complete):* Switch stances once drain is complete (see Ethan's Stance Switch move for more information).

**Stop Draining:** If the meter is currently being drained, having this toggled will immediately stop the drain.

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## Self

**Gauge Gain on Hit:** How much gauge is gained when this move hits.

**Gauge Gain on Cast:** How much gauge is gained when this move is cast.

**Gauge Gain on Block:** How much gauge is gained when this move is blocked.

**Gauge Required:** How much gauge is needed to activate this move.

**Gauge Cost:** How much it costs to play this move. If the player does not have enough gauge, it will drain all of it.

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## Opponent

**Gauge Gain on Hit:** How much gauge will the opponent get if they get hit by this attack.

**Gauge Gain on Block:** How much gauge will the opponent get if they block this attack.

**Gauge Gain on Parry:** How much gauge will the opponent get if they parry this attack.

[< Back to Move Editor](#)

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