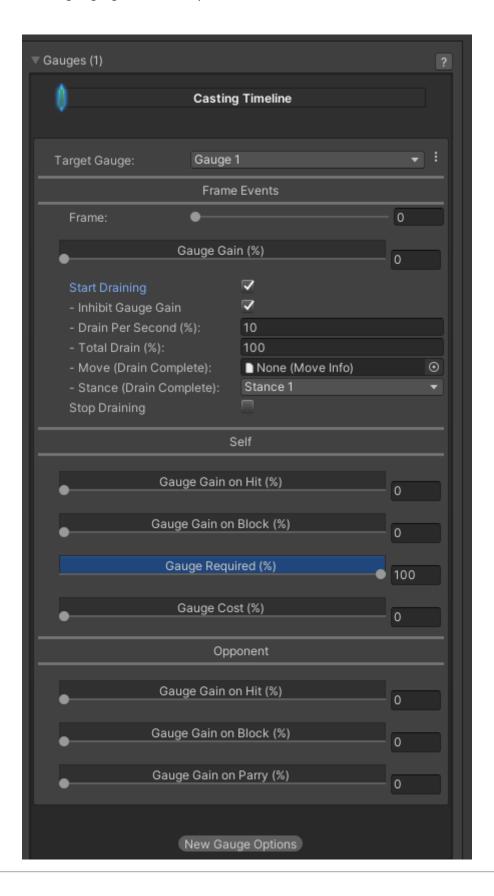
## **Gauge Options**

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



## Last update: 2016/09/19 18:10

## 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.

**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 on 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 Robot Kyle's Stance Switch move for more information).

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

## **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

From:

http://www.ufe3d.com/ - Universal Fighting Engine

Permanent link:

http://www.ufe3d.com/doku.php/move:gauge?rev=1474323039

Last update: 2016/09/19 18:10



http://www.ufe3d.com/ Printed on 2025/06/19 23:43