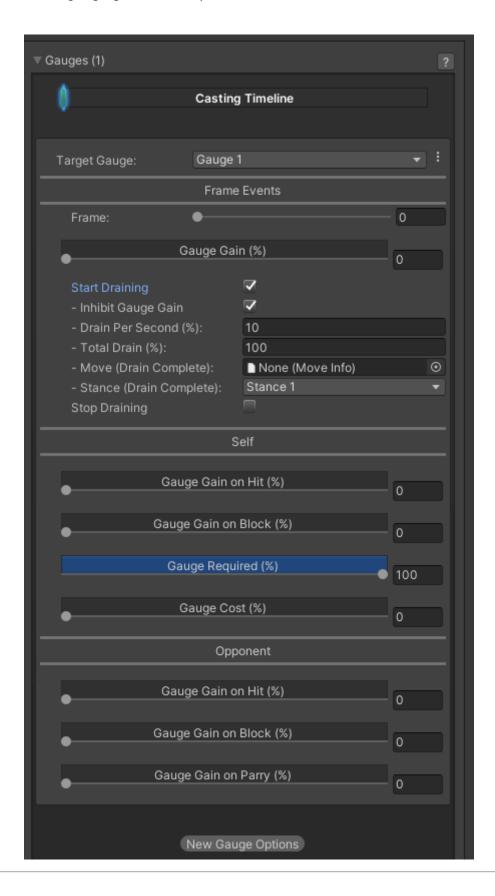
Gauge Options

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



Self

Last update: 2016/12/04 01:48

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 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 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=1480834117

Last update: 2016/12/04 01:48



http://www.ufe3d.com/ Printed on 2025/06/19 19:18