

Gauge/Meter Options

Gauge (Meter) Options: Set how much gauge the character will receive on hit, miss or block -or- how much gauge a move requires to be triggered by the player.

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

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

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

From:

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

Permanent link:

<http://www.ufe3d.com/doku.php/move:gaugemeteroptions?rev=1414240333>

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