

Gauge/Meter Options

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

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.

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.

Gauge Required: How much gauge is required to perform this move.

From:

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

Permanent link:

<http://www.ufe3d.com/doku.php/move:gaugemeteroptions?rev=1414274917>

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