

Input Options

Choose the buttons or button sequences this move requires in order to be executed.

The screenshot shows a dark-themed 'Input' menu. At the top is a 'Default Inputs' section with a 'Button Sequences (3)' subsection. This section contains a list of settings: 'Charge Move' (checked), 'Charge Timing' (0.7), 'Allow Input Leniency' (checked), 'Leniency Input Buffer' (a slider set to 4), 'Allow Negative Edge' (checked), and 'Force Axis Precision' (checked). Below these are three button sequence entries, each with a 'Button:' label and a dropdown menu showing 'Forward', 'Down', and 'Forward' respectively. A 'New Button Sequence' button is located below the sequences. The 'Button Executions (1)' subsection follows, with settings: 'On Button Press' (checked), 'On Button Release' (checked), and '- Requires Press First' (checked). It also has a 'Button:' dropdown showing 'Button 1' and a 'New Button Execution' button. At the bottom is an 'Alternative Inputs' section with a right-pointing arrow.

Charge Move: If toggled, the first button press of your execution sequence must be held down by the *Charge Timing* value defined below.

(Charge Move) **Charge Timing:** How long, in seconds, input must be held down for.

Allow Input Leniency: If this move has a sequence, this allows the player to input extra buttons between its button sequence. For a more detailed explanation on what it is and how it works, check out this [link](#).

(Allow Input Leniency) **Leniency Input Buffer:** If *Allow Input Leniency* is toggled on, define how many inputs can be pressed during this move's input sequence.

Button Sequences: The buttons required to trigger the first sequence of your special move. You can set how fast a sequence must be executed by changing the *execution timing* in the [character's move set](#). If your move is just a standard attack, leave this option empty.

Button Executions: After the sequence of buttons have been successfully executed, use this option to select which button(s) must be pressed in order to successfully trigger the move. If your move is just a standard attack, just assign its button here.

- **On Button Press:** Move is executed on press of below button(s).
- **On Button Release:** Move is executed on release of the below button(s).

In Street Fighter, special moves can be executed either on Press or on Release. Enable both options to mimic that behaviour.

Normal attacks should only be executed on Press.

Boxer's TAP or MvC3's Zero's Hyper Zero Blaster should only be executed on Release.

NOTE: If both Press and Release are off, then the move cannot be executed. At least one of the must be enabled to allow the move to be executed.

Code example:

```
void OnMove(MoveInfo move, CharacterInfo player){  
    // Creates a glow effect while holding the charge for a blaster  
    if (move.moveName == "Charging Blaster"){  
        _specialGlow = (GameObject)Instantiate(specialGlow);  
        _specialGlow.transform = player.characterPrefab.transform;  
    }else if (move.moveName == "Release Blaster"){  
        Destroy(_specialGlow);  
    }  
}
```

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Last update: **2014/10/30 06:25**

