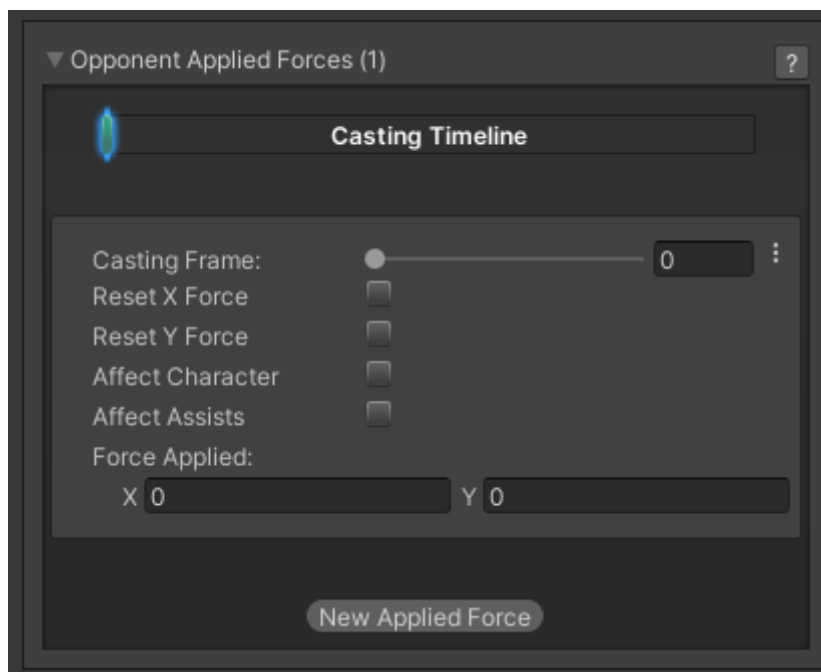# Opponent Applied Forces

Use this to apply forces to the opponent during a move. Useful for creating moves like "push block".

Casting Frame: When during the move should the force be applied.

Reset X Force: When this force is applied, this character may already be under the effects of other forces. Should its horizontal value be reset?

Reset Y Force: When this force is applied, this character may already be under the effects of other forces. Should its vertical value be reset?

Force Applied: The horizontal (x) and vertical (y) forces that you want to apply. The impact of these numbers may vary depending on the characters weight and game's gravity.

Affect Character Affect the opponent's character

Affect Assists Affect all opponent's assists

Code example:

```
void OnHit(HitBox strokeHitBox, MoveInfo move, ControlsScript hitter){
    foreach(AppliedForce appliedForce in move.opponentAppliedForces){
        Debug.Log("Casting Frame:" + appliedForce.castingFrame);
        Debug.Log("Horizontal Force applied:" + appliedForce.force.x);
    }
}
```

[< Back to Move Editor](#)

[< Back to Move Editor](#)