

Player Conditions

▼ Player Conditions

Self

▼ Basic Moves Filter (1)

Basic Move: Fall Forward ✕

New Basic Move

▼ Possible States

State: Forward Jump ✕

Opponent Distance: Any ⬇

Proximity between 0 and 100

Jump Arc: Top ⬇

Jump Arc (%) between 30 and 70

Blocking ☐

Stunned ☐

New Possible Move State

Opponent

▶ Basic Moves Filter (0)

▶ Possible States

Select which conditions each player must be in order for this move to be executable.

Self / Opponent

- **Basic Move Filter:** This move is only playable if the character/opponent is executing one of the listed basic moves. To ignore this filter, leave this list with 0 elements.
- **Possible States:**
 - **State:** Select whether the character must be standing (idle, moving back, moving forward), crouching, jumping straight, jumping forward or jumping back.
 - **Opponent Distance:** On a proximity range, how far is the other character for this move to be allowed. 0 being very close and 100 very far.
 - **Jump Arc:** (Jump states only) Where in the jump should the character be to be able to play this move, being 0 taking off, 50 top of the jump, 100 at landing.
 - **Idle, Moving Forward, Moving Back:** (toggles, Stand state only) If standing, when can

this move be executed. *Example:* Forward + Button moves can be created by having only *Moving Forward* toggled.

- **Blocking:** Can this move be executed while the player is blocking?
- **Stunned:** Can this move be executed while the player is stunned?

NOTE: With the new Player Conditions system introduced in v1.1, your previous moves will need to run a small automatic update. To do so, simply select each move from your move list. Once the Move Editor loads it, it will automatically update them to the new system.

From:

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

Permanent link:

<http://www.ufe3d.com/doku.php/move:playerconditions?rev=1414279574>

Last update: **2014/10/25 19:26**

