

Player Conditions

The screenshot shows a 'Player Conditions' configuration window. It has a title bar with a question mark icon. The window is split into two main panels: 'Self' and 'Opponent'.

Self Panel:

- Basic Moves Filter (1):** A list containing 'Fall Forward' with a remove button (X).
- Possible States:**
 - State:** 'Forward Jump' with a remove button (X).
 - Opponent Distance:** 'Any' with a dropdown arrow.
 - Proximity:** A slider labeled 'Proximity between 0 and 100'.
 - Jump Arc:** 'Top' with a dropdown arrow.
 - Jump Arc (%):** A slider labeled 'Jump Arc (%) between 30 and 70'.
 - Blocking:** An unchecked checkbox.
 - Stunned:** An unchecked checkbox.
 - New Possible Move State:** A button at the bottom.

Opponent Panel:

- Basic Moves Filter (0):** A list with no items.
- Possible States:** A section with no items.

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.

[< Back to Move Editor](#)

From:

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

Permanent link:

<http://www.ufe3d.com/doku.php/move:playerconditions?rev=1414451517>

Last update: **2014/10/27 19:11**

