Projectiles

Casts a projectile with the following options

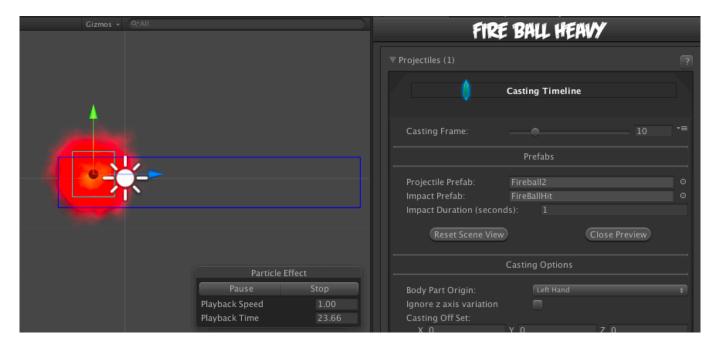**Casting Frame:** When during the move the should the projectile be created.

Prefabs

Projectile Prefab: Drag a game prefab to represent the projectile.

Impact Prefab: A game prefab that is created upon projectile impact.

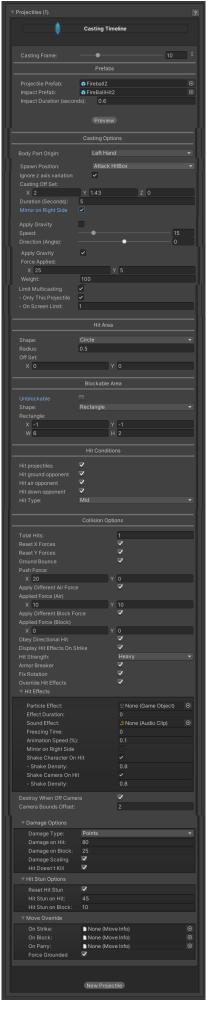**Impact Duration (seconds):** Time until the Impact Prefab is destroyed.

Preview Click this button to preview the projectile. Cyan hitbox is the impact, Dark Blue hitbox is the blockable area. Note: your projectile may not appear if the particle effect is a child in the prefab. In this case, just select the child in the hierarchy and it will appear.

Casting Options

Body Part Origin: Where on the character the projectile is created.

Ignore z axis variation: If enabled, projectile is always cast with the same z position as the characters. Enable this for more accurate alignment and consistent hitbox behavior, especially if your camera tends to rotate a lot or has wide perspective.

▼ Projectiles (1)   ?

                          Casting Timeline

Casting Frame: ●   10   ⋮

                              Prefabs

Projectile Prefab: 🔧 Fireball2   ⊕
Impact Prefab: 🔧 FireBallHit2   ⊕
Impact Duration (seconds):   0.6

                              Preview

                          Casting Options

Body Part Origin: Left Hand   ▼

Spawn Position: Attack HitBox   ▼
Ignore z axis variation   ✓
Casting Off Set:
    X 2   Y 1.43   Z 0
Duration (Seconds):   5
Mirror on Right Side   ✓

Apply Gravity   ■
Speed: ●   15
Direction (Angle):   ●   0

  Apply Gravity   ✓
  Force Applied:
    X 25   Y 5
Weight: 100
Limit Multicasting   ✓
 - Only This Projectile ✓
 - On Screen Limit: 1

                              Hit Area

Shape: Circle   ▼
Radius: 0.5
Off Set:
    X 0   Y 0

                          Blockable Area

Unblockable   ■
Shape: Rectangle   ▼
Rectangle:
    X -1   Y -1
    W 6   H 2

                          Hit Conditions

Hit projectiles   ✓
Hit ground opponent   ✓
Hit air opponent   ✓
Hit down opponent   ✓
Hit Type: Mid   ▼

                          Collision Options

Total Hits: 1
Reset X Forces   ✓
Reset Y Forces   ✓
Ground Bounce   ✓
Push Force:
    X 20   Y 0
Apply Different Air Force   ✓
Applied Force (Air)
    X 10   Y 10
Apply Different Block Force   ✓
Applied Force (Block)
    X 0   Y 0
Obey Directional Hit   ✓
Display Hit Effects On Strike   ✓
Hit Strength: Heavy   ▼
Armor Breaker   ✓
Fix Rotation   ✓
Override Hit Effects   ✓
▼ Hit Effects

    Particle Effect: ⊡ None (Game Object)   ⊕
    Effect Duration: 0
    Sound Effect: ♫ None (Audio Clip)   ⊕
    Freezing Time: 0
    Animation Speed (%):   0.1
    Mirror on Right Side
    Shake Character On Hit   ✓
    - Shake Density: 0.8
    Shake Camera On Hit   ✓
    - Shake Density: 0.8

Destroy When Off Camera   ✓
Camera Bounds Offset: 2

▼ Damage Options

    Damage Type: Points   ▼
    Damage on Hit: 80
    Damage on Block: 25
    Damage Scaling   ✓
    Hit Doesn't Kill   ✓

▼ Hit Stun Options

    Reset Hit Stun   ✓
    Hit Stun on Hit: 45
    Hit Stun on Block: 10

▼ Move Override

    On Strike: ▪ None (Move Info)   ⊕
    On Block: ▪ None (Move Info)   ⊕
    On Parry: ▪ None (Move Info)   ⊕
    Force Grounded   ✓

                          New Projectile

Casting Offset: Offset the casting position relative to the bodypart origin.

Speed: The speed of the projectile.

Direction (Angle): Select the angle the projectile will be fired at. 0 is forward.

Duration (Seconds): How long the projectile will last on screen before self destruct.

Hit Area

Shape: Select between *circle* and *rectangle*.

(circle) **Hit Radius\Offset:** The radius and offset of the projectile's hurtbox. For a more consistent hit effect, by default radius is set to 0 (hit only detected when the "dot" crosses one of the opponent's hit boxes).

(rectangle) **Rectangle:** The position and size of the rectangle hurt box relative to the origin of the projectile prefab. If Follow Projectile Bounds is set below, you can use W and H to adjust the width and height relative to the projectile.

(rectangle) **Follow Projectile Bounds (X/Y):** If enabled, the rectangle will follow the render bounds of the projectile prefab.

Blockable Area

Unblockable: If enabled, this projectile is unblockable and this sections options are disabled.

Shape: Select between *circle* and *rectangle*.

(circle) **Hit Radius\Offset:** The radius and offset of the projectile's blockable area.

(rectangle) **Rectangle:** The position and size of the rectangle blockable area relative to the origin of the projectile prefab. If Follow Projectile Bounds is set below, you can use W and H to adjust the width and height relative to the projectile.

(rectangle) **Follow Projectile Bounds (X/Y):** If enabled, the rectangle will follow the render bounds of the projectile prefab.

Hit Conditions

Hit Projectiles: Should this projectile collide with other projectiles?

Hit ground opponent: If toggled on, this projectile can strike opponents that are on the ground (but not knockdown)

Hit air opponent: If toggled on, this projectile can strike air opponents.

Hit down opponent: If toggled on, this projectile can strike knocked down opponents. Make sure you have knockdown hitboxes toggled on.

Hit Type: Determine the hit conditions for this move to be blockable or trigger a different animation.

- High Low: Can be blocked high (standing) or low (crouching).
- Low: Can only be blocked low.
- Overhead: Can only be blocked high. Its recommended to always use this for air moves.
- Launcher: Can be blocked high or low. If hit, sets the opposing character direct into juggle animation.
- High Knockdown: Instantly send the opponent into `Get Hit High Knockdown` animation. This hit can only be blocked high.
- Mid Knockdown: Instantly send the opponent into `Get Hit High Knockdown` animation. This hit can be blocked either high or low.
- Knock Back: Instantly send the opponent into `Get Hit Knock Back` animation. Must apply vertical force for it to work.
- Sweep: Instantly send the opponent into `Get Hit Sweep` animation. This hit can only be blocked low.

Collision Options

Total Hits: If this projectile can hit multiple times, set them here.

Space Between Hits: If the projectile has more than 1 one hit, how much interval between each hit should it hit again. Example: Selecting High will put more time between hits.

Push Force: When the projectile hits, how far should it push the opponent.

Hit Strength: Set what kind of hit this is based on your hit effect options.

Override Hit Effect: If enabled, it will replace the default hit effect by the one selected in the panel below this option.

- **Particle Effect:** The particle effect that is fired when the character gets hit.
- **Effect Duration:** Time before effect prefab is destroyed.
- **Sound Effect:** Sound effect that will play during hit.

- **Freezing Time:** The game will freeze for a very brief moment (in seconds) when a hit connects.
- **Animation Speed (%):** On hit, the animation speed of both characters will be set for this value.
- **Shake Character On Hit:** During the freezing time, the character can shake very slightly giving a more convincing hit effect.
- **Shake Camera On Hit:** To make the hit more impacting, you can also set the camera to shake slightly during freezing time.
- **Shake Density:** How much shake will be applied to the camera and character during freezing time.

Damage Options

Damage Type: Set if the damage is in points or percentage.

Damage on Hit: Damage caused on hit.

Damage on Block: Damage caused on block.

Damage Scaling: Whether or not damage is scaled down based on Combo Options.

Hit Stun Options

Reset Hit Stun: If you are using hit stun deterioration, enable this to reset the stun and its deterioration value.

Hit Stun on Hit: The amount of frames the opponent will remain stunned for after a hit.

Hit Stun on Block: The amount of frames the opponent will remain stunned for after a block.

Code example:

```
void OnHit(HitBox strokeHitBox, MoveInfo move, CharacterInfo hitter){
    foreach(Projectile projectile in move.projectiles){
        Debug.Log("Damage:"+ projectile.damageOnHit);
    }
}
```

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