

# 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.

**Spawn Position:** Which Custom Hitbox will the projectile be created at.

**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

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Reset Y Forces

☒

Ground Bounce

☒

Push Force:

X 20

Y 0

Apply Different Air Force

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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

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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.

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

**Mirror On Right Side:** If enabled, the projectile will have it's Y rotation flipped by 180. The impact prefab will also have it's Y rotation flipped by 180.

**Speed:** The speed of the projectile.

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

**Apply Gravity:** If enabled, gravity will be applied to the projectile.

**Force Applied:** The amount of force applied to the projectile. Use this to move the projectile.

**Weight:** A positive value will cause the projectile to fall. A negative value will cause the projectile to rise.

**Limit Multicasting:** If enabled, you can place restrictions on projectiles.

- **Only This Projectile:** If enabled, only this projectile can be active before more can be created. Useful if you only want a character to only have one projectile active at any given time.
- **On Screen Limit:** How many projectiles can be active at once.

## 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.

**Apply Different Air Force:** If enabled, how far should it push the opponent when hit in the air.

- **Applied Force (Air):** When the projectile hits, how far should it push the airborne opponent.

**Apply Different Block Force:** If enabled, how far should it push the opponent when hit on block.

- **Applied Force (Block):** When the projectile hits, how far should it push the blocking opponent.

**Obey Directional Hit:** When the projectile hits, the forces applied will obey the opponent position in relation to the caster.

**Display Hit Effects on Strike:** If disabled the standard effect from Hit Strength will not appear.

**Hit Strength:** Set what kind of hit this is based on your [hit effect](#) options.

**Armor Breaker:** If enabled, this projectile will ignore any armor the opposing move has.

**Fix Rotation:**

**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.

**Destroy When Off Camera:** If enabled, the projectile will be destroyed if it goes past the camera's left or right boundary.

- **Camera Bounds Offset:** The offset of the camera's bounds. Use this to change where the projectile gets destroyed.

## 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 Doesn't Kill:** If enabled, any damage applied by the projectile won't cause the opponent to die.

## 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.

## Move Override

**On Strike:** If the projectile hits the opponent, override whatever the caster is doing with this move.

**On Block:** If the projectile hits the opponent while they are blocking, override whatever the caster is doing with this move.

**On Parry:** If the opponent parry this projectile, override whatever the caster is doing with this move.

**Force Grounded:** Immediately pulls the character (caster) back to the ground on hit.

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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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[< Back to Move Editor](#)

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