Self Applied Forces

Use this to apply forces to the character during the move. Useful when creating moves like uppercuts (*dragon punches*) Dash Punches, slides, divekicks, etc. Any move that needs to push your character in one of many directions.

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.

Code example:

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

< Back to Move Editor

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