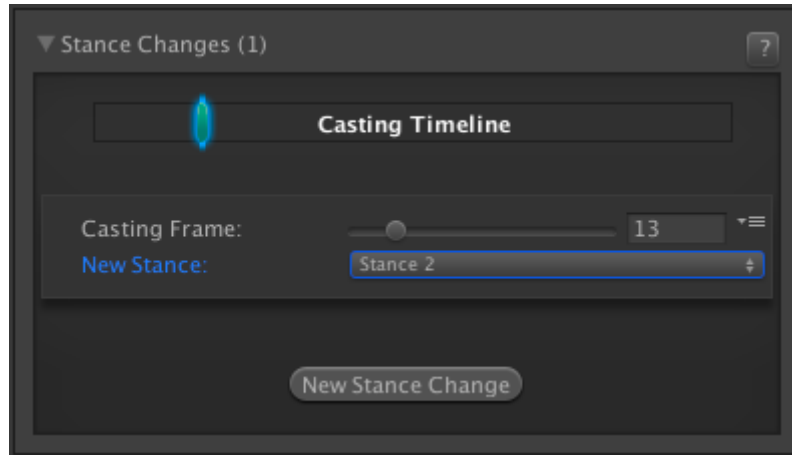


Stance Changes

Here, you can set what stance to change to during this move. Click the **New Stance Change** button to add a stance change.



Casting Frame: Frame at which stance change occurs.

New Stance: Select the stance to change to.

[< Back to Move Editor](#)

From:
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<http://www.ufe3d.com/doku.php/move:stancechanges?rev=1414452996>

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