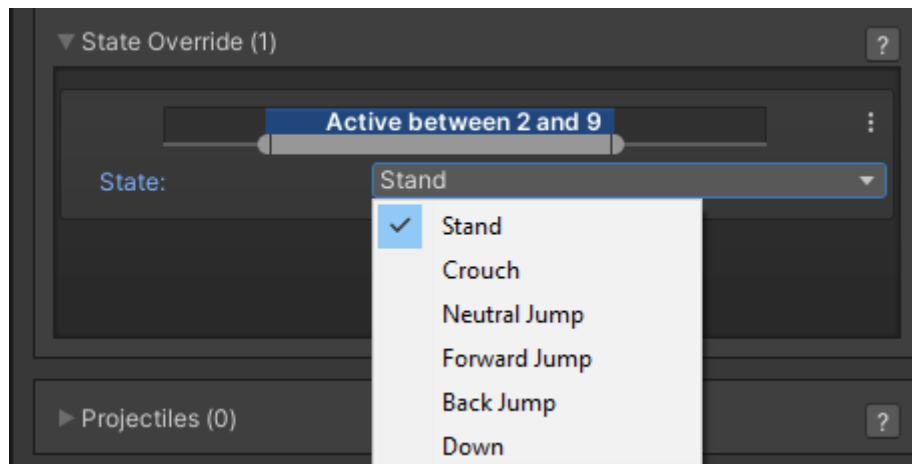


State Override

You can set the move's state for certain frames of your move here.



From:

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

Permanent link:

<http://www.ufe3d.com/doku.php/move:stateoverride?rev=1670361186>

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