



Unreal Engine - Easy Combo Buffering v5.3

2025-02-10 16:46:02

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Unreal Engine - Easy Combo Buffering v5.3:

Enhance the gaming experience in your fighting games with Easy Combo Buffering. This essential mechanic allows players to input moves before the last execution is finished, perfect for fighting games that emphasize player skill. Whether you're a novice or an expert developer, Easy Combo Buffering is user-friendly and streamlines the process of integrating an input buffering system into your project.

- Fixed movement mode to stay in flying.
 - Reset combo data on animation blend out.
 - Weapon system now supports dual weapons.
 - Two Combo types: Chained combo and Buffered combo (Supports branching).
 - Ground and air combo functionality.
 - Air launch attack for initiating air combos.
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- **Easy to Use:** Beginner-friendly for seamless integration.
 - **Unlimited Combo Inputs:** Allow players to input combos without restriction.
 - **Combo Branching Method:** Supports branching for dynamic and varied combos.
 - **Melee Weapon System:** Included for a comprehensive combat experience.
 - **Dual Weapons:** Expand combat possibilities with dual weapon support.
 - **Ground/Air Combo:** Enable combos both on the ground and in the air.
 - **Example Combo Animations:** Included for quick implementation.
 - **Well-Commented:** Comprehensive comments for easy understanding and modification.

Compatibility:

- If you require a damage and hit reaction system, explore: Hitbox Reaction.
- For a complete combat system, consider: Combat Fury.

Make your fighting game development hassle-free with Easy Combo Buffering, providing versatility and accessibility for both beginners and experts.



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