Key

Public access variable name	Value type	Description
U	Boolean	If the value is set to true, then the "Upward" button will be pressed.
L	Boolean	If the value is set to true, then the "Left" button will be pressed.
R	Boolean	If the value is set to true, then the "Right" button will be pressed.
D	Boolean	If the value is set to true, then the "Down" button will be pressed.
A	Boolean	If the value is set to true, then the "A" button will be pressed.
B	Boolean	If the value is set to true, then the "B" button will be pressed.
C	Boolean	If the value is set to true, then the "C" button will be pressed.

GameData

Method name	Value type	Description
getStageXMax	Int	Returns the horizontal length of the battle stage.
getStageYMax	Int	Returns the vertical length of the battle stage.
getPlayerOneMaxEnergy	Int	Returns value of energy limit of the first player's character.
getPlayerTwoMaxEnergy	Int	Returns value of energy limit of the second player's character.
getPlayerOneMotionData	Vector<MotionData>	Returns MotionData of the first player's character.
getPlayerTwoMotionData	Vector<MotionData>	Returns MotionData of the second player's character.

MotionData

Method name	Value type	Description
getFrameNumber	int	Number of frames in this motion.
getCancelAbleFrame	int	The value of the first frame that the character can cancel the current motion. If the current motion has reached this timing, it can be canceled with a motion having a lower value of motionLevel.

getSpeedX	int	The speed value in the horizontal direction that will be applied to the character when it does this motion.
getSpeedY	int	The speed value in the vertical direction that will be applied to the character when it does this motion.
getHit	HitArea	Returns the information on the hit box (boundary box in other games), as shown in the figures below.
getState	State	Returns the resulting state after running this motion.
getAttackHit	HitArea	Returns the information on the attack hit box, as shown in the figures below.
getAttackSpeedX	int	Returns the horizontal speed of the attack hit box.
getAttackSpeedY	int	Returns the vertical speed of the attack hit box.
getAttackStartUp	int	Returns the number of frames in Startup.
getAttackActive	int	Returns the number of frames in Active.
getAttackHitDamage	int	Returns the damage value to the unguarded opponent hit by this skill.
getAttackGuardDamage	Int	Returns the damage value to the guarded opponent hit by this skill.
getAttackStartAddEnergy	Int	Returns the value of the energy added to the character when it uses the skill.
getAttackHitAddEnergy	Int	Returns the value of the energy added to the character when the skill hits the opponent.
getAttackGiveEnergy	Int	Returns the value of the energy added to the opponent when it is hit by this skill.
getAttackImpactX	Int	Returns the change in the horizontal speed of the opponent when it is hit by this skill.
getAttackImpactY	Int	Returns the change in the vertical speed of the opponent when it is hit by this skill.
getAttackGiveGuardRecov	Int	Returns the number of frames that the guarded opponent takes to resume to his normal status after it is hit by this skill.
getAttackType	Int	Returns the value of the attack type. 1 = high 2 = middle 3 = low 4 = throw
isAttackDownProperty	Boolean	Returns the flag if this skill can push down the opponent when hit.

getCancelAbleMotionLevel	Int	Returns the value of the level that can cancel this ~~skill~~. During cancelable frames, ~~a skill~~ whose level is below this value can cancel ~~the current skill~~.
getMotionLevel	Int	Returns the value of this skill's level.
isControl	Boolean	Return the flag this character can run ~~a~~ motion with a command.
isLandingFlag	int	Returns the flag if a landing motion can cancel the current skill.

HitArea

Method name	Value type	Description
getL	Int	Returns the x-coordinate of the character's hit box's left boundary.
getR	Int	Returns the x-coordinate of the character's hit box's right boundary.
getT	Int	Returns the y-coordinate of the character's hit box's top boundary.
getB	Int	Returns the y-coordinate of the character's hit box's bottom boundary.

FrameData

Method name	Value type	Description
getP1	CharacterData	Returns the first character's data.
getP2	CharacterData	Returns the second character's data.
getRemainingTime	long	Returns the remaining time.
getAttack	Deque<Attack>	Returns the projectile data of both characters.
getKeyData	KeyData	Return the value of input information.

CharacterData

Method name	Value type	Description
getHp	Int	Returns the character's hit point.
getEnergy	Int	Returns the character's energy.
getX	Int	Returns the character's most-left x-coordinate as shown in Fig. 2 below.
getY	Int	Returns the character's most-top y-coordinate as shown in Fig. 2 below.
getLeft	Int	Returns the character's hit box's most-left x-coordinate as shown in Fig. 2 below.

getRight	Int	Returns the character's hit box's most-right x-coordinate as shown in Fig. 2 below.
getTop	Int	Returns the character's hit box's most-top y-coordinate as shown in Fig. 2 below.
getBottom	Int	Returns the character's hit box's most-bottom y-coordinate as shown in Fig. 2 below.
getSpeedX	Int	Returns the character's horizontal speed, as shown in Fig. 2.
getSpeedY	Int	Returns the character's vertical speed, as shown in Fig. 2.
getState	State	Returns the character's state: stand / crouch / in air / down
getAction	Action	Returns the character's action.
isFront	Boolean	Return the character's facing direction.
isControl	Boolean	Returns the flag whether this character can run a motion with a command.
getRemainingFrame	Int	Returns the number of frames that the character takes to resume to its normal status.
getAttack	Attack	Returns the attack data that the character is using.

KeyData

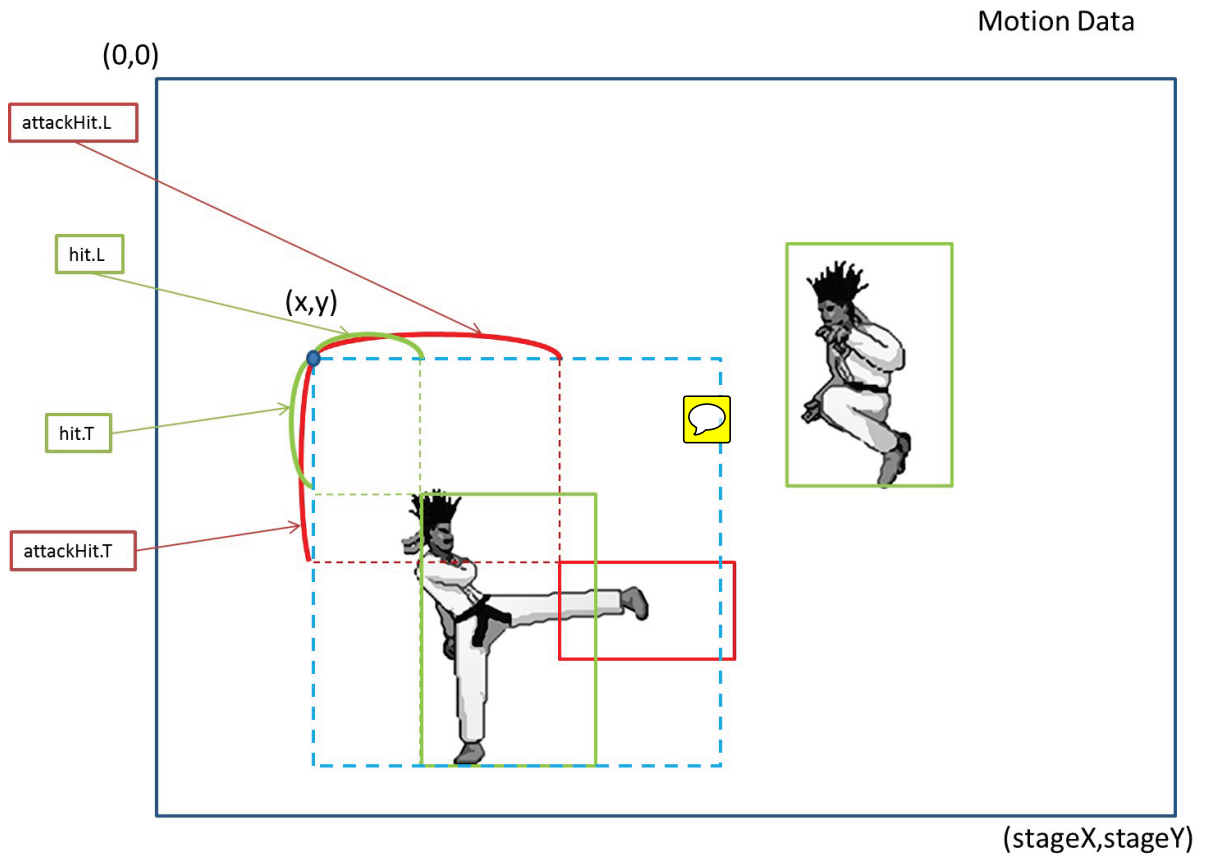| Method name	Value type	Description
getPlayerOne	Key	Return the first character's input information.
getPlayerTwo	Key	Return the second character's input information.

Motion Data

(0,0)
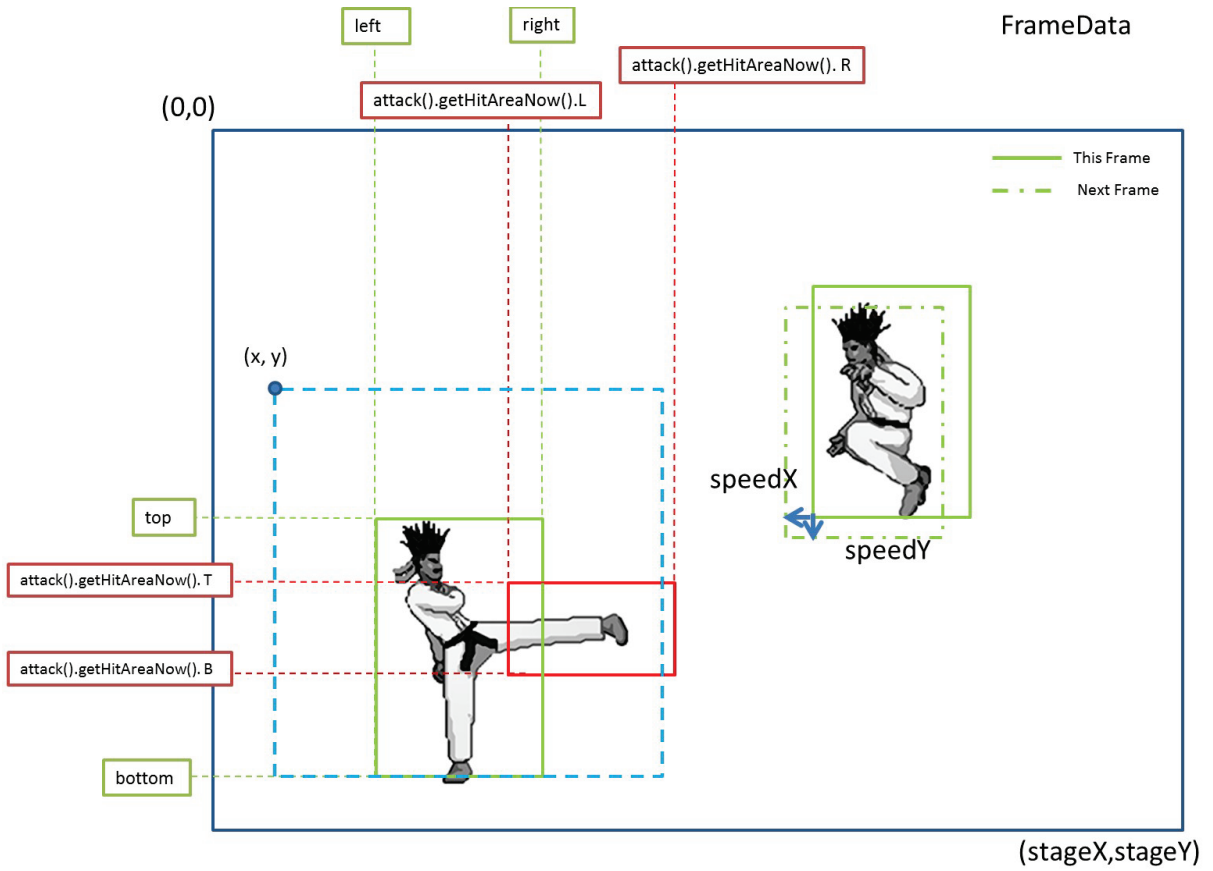
attackHit.L

hit.L

(x,y)

hit.T

attackHit.T

(stageX,stageY)

Figure.1: MotionData

FrameData

left   right

attack().getHitAreaNow().R

attack().getHitAreaNow().L

(0,0)

This Frame

Next Frame

(x, y)

top

attack().getHitAreaNow). T

speedX

attack().getHitAreaNow(). B

speedY

bottom

(stageX,stageY)

Figure.2: FrameData