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.
getLever	int	Returns the value indicating the direction key inputted by the player using the numeric keypad.

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 the energy limit of the first player's character.
getPlayerTwoMaxEnergy	int	Returns the 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.
getPlayerOneCharacterName	String	Returns the name of the first player's character.
getPlayerTwoCharacterName	String	Returns the name of the second player's character.
getMyMaxEnergy(boolean player)	int	Returns the maximum energy of your player character with the parameter player, returned from the method initialize in AIInterface.

getOpponentMaxEnergy(boolean player)	int	Returns the maximum energy of the opponent's player character with the parameter player, returned from the method initialize in AIInterface.
getMyMotion(boolean player)	Vector<MotionData>	Returns MotionData of your player character with the parameter player, returned from the method initialize in AIInterface.
getOpponentMotion(boolean player)	Vector<MotionData>	Returns MotionData of the opponent's player character with the parameter player, returned from the method initialize in AIInterface.
getMyName(boolean player)	String	Returns the name of your player character with the parameter player, returned from the method initialize in AIInterface.
getOpponentName(boolean player)	String	Returns the name of the opponent's player character with the parameter player, returned from the method initialize in AIInterface.

MotionData

Method name	Value type	Description
getFrameNumber	int	Returns the number of frames in this motion.
getCancelAbleFrame	int	Returns the value of the first frame that the character can cancel this motion. If the current motion has reached this timing, it can be canceled with a motion having a lower value of motionLevel. If this motion has no cancelable period, the returned value will be -1.
getSpeedX	int	Returns the speed value in the horizontal direction that will be applied to the character when it does this motion.
getSpeedY	int	Returns 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 Fig.1 below.
getState	State	Returns the resulting state after running this motion.
getAttackHit	HitArea	Returns the information on the attack hit box, as shown in Fig.1 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 energy value added to the character when it uses this skill. If this value is negative and your character's energy is less than the absolute value of this value, you cannot use this skill.
getAttackHitAddEnergy	int	Returns the energy value added to the character when this skill hits the opponent.
getAttackGuardAddEnergy	int	Returns the energy value added to the character when this skill is blocked by the opponent.
getAttackGiveEnergy	int	Returns the energy value 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 needs to resume to its normal status after being 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 whether this skill can push down the opponent when hit.
getCancelAbleMotionLevel	int	Returns the value of the level that can cancel this motion. During cancelable frames, any motion whose level is below this value can cancel this motion.
getMotionLevel	int	Returns the value of this motion's level.
isControl	boolean	Returns the flag whether this character can run this motion with the motion's command.
isLandingFlag	int	Returns the flag whether a landing motion can cancel this motion.

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	Returns the value of input information.
getMyCharacter(boolean player)	CharacterData	Returns CharacterData of your player character with the parameter player, returned from the method initialize in AIInterface.
getOpponentCharacter(boolean player)	CharacterData	Returns CharacterData of the opponent's player character with the parameter player, returned from the method initialize in AIInterface.

CharacterData

Method name	Value type	Description
getHp	int	Returns the character's hit points.
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 the motion's command.
getRemainingFrame	int	Returns the number of frames that the character needs to resume to its normal status.
getAttack	Attack	Returns the non-projectile attack data that the character is using.

KeyData

Method name	Value type	Description
getPlayerOne	Key	Returns the first character's input information.
getPlayerTwo	Key	Returns the second character's input information.
getPlayer(int player)	Key	Returns Key of the player specified by the integer parameter player.
getPlayer(boolean player)	Key	Returns Key of the player specified by the boolean parameter player.
getMyKey(boolean player)	Key	Returns Key of your player character with the parameter player, returned from the method initialize in AIInterface.
GetOpponentKey(boolean player)	Key	Returns Key of the opponent's player character with the parameter player, returned from the method initialize in AIInterface.

Attack

Method name	Value type	Description
getHitAreaSetting	HitArea	Returns HitArea's setting information.
getHitAreaNow	HitArea	Returns HitArea's information of this attack hit box in the current frame.
getNowFrame	int	Returns the number of frames since this attack was used.
getPlayerNumber	int	Returns the integer number indicating the player of the attack. (0 for P1 and 1 for P2)
isPlayerNumber	boolean	Returns player's side flag.

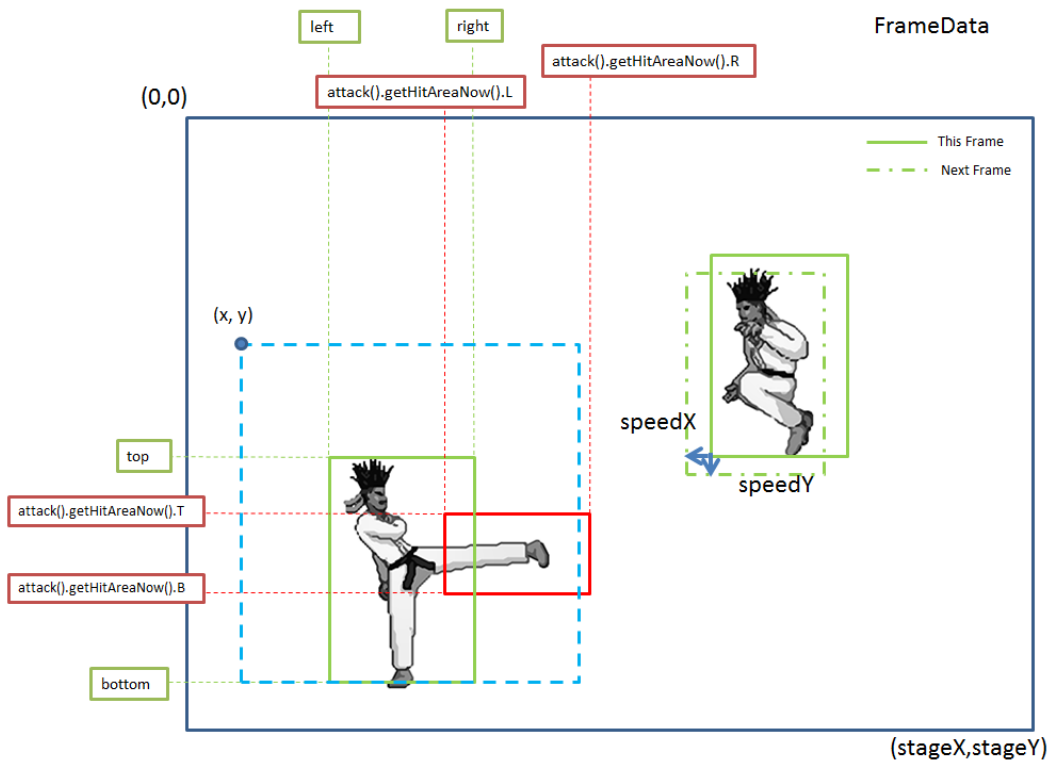|		
getSettingSpeedX	int	Returns the absolute value of the horizontal speed of the attack hit box (zero means the attack hit box will track the character).
getSettingSpeedY	int	Returns the absolute value of the vertical speed of the attack hit box (zero means the attack hit box will track the character).
getSpeedX	int	Returns the horizontal speed of the attack hit box (minus when moving left and plus when moving right)
getSpeedY	int	Returns the vertical speed of the attack hit box (minus when moving up and plus when moving down)
getStartUp	int	Returns the number of frames in Startup.
getActive	int	Returns the number of frames in Active.
getHitDamage	int	Returns the damage value to the unguarded opponent hit by this skill.
getGuardDamage	int	Returns the damage value to the guarded opponent hit by this skill.
getStartAddEnergy	int	Returns the energy value added to the character when it uses this skill.
getHitAddEnergy	int	Returns the energy value added to the character when this skill hits the opponent.
getGuardAddEnergy	int	Returns the energy value added to the character when this skill is blocked by the opponent.
getGiveEnergy	int	Returns the energy value added to the opponent when it is hit by this skill.
getImpactX	int	Returns the change in the horizontal speed of the opponent when it is hit by this skill.
getImpactY	int	Returns the change in the vertical speed of the opponent when it is hit by this skill.
getGiveGuardRecov	int	Returns the number of frames that the guarded opponent needs to resume to its normal status after being hit by this skill.
getAttackType	int	Returns the value of the attack type. 1 = high 2 = middle 3 = low 4 = throw
isDownProperty	boolean	Returns the flag whether this skill can push down the opponent when hit.
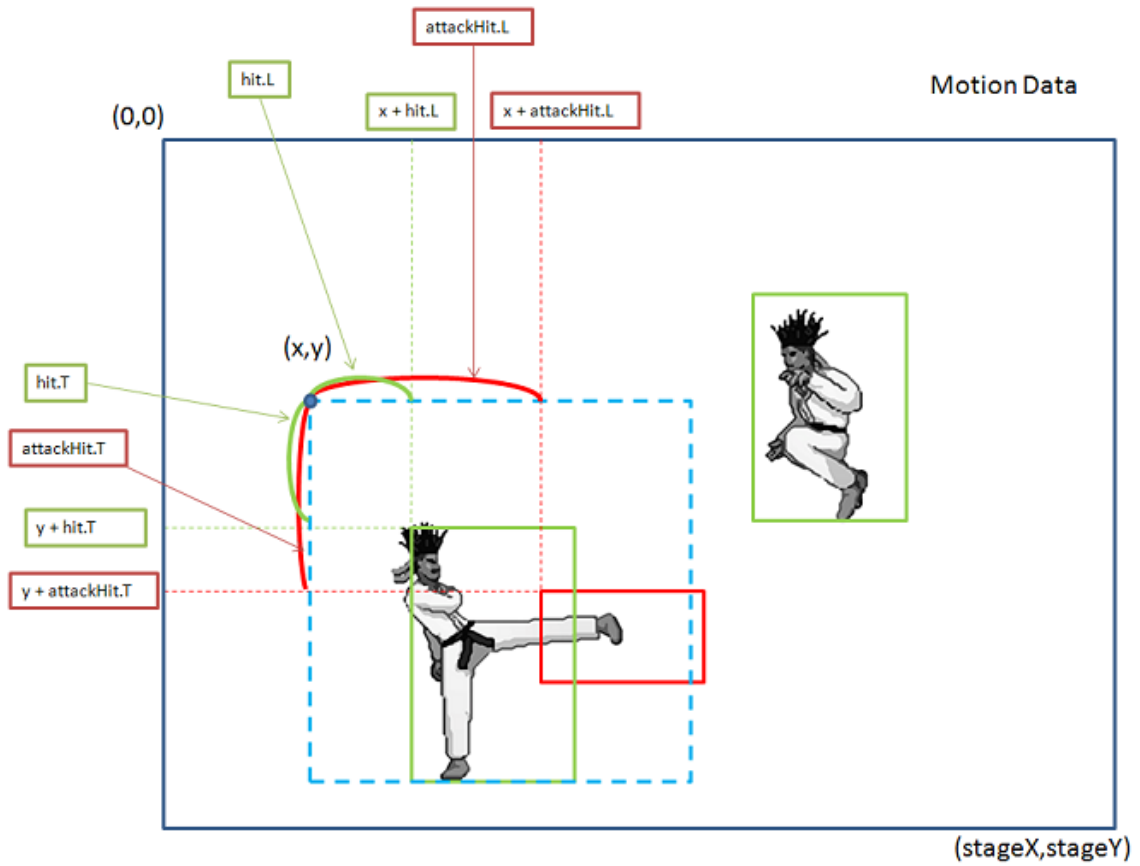
Figure.1: MotionData

Figure.2: CharacterData