FIRE PRO WRESTLING WORLD

Move Craft Manual

Move Craft

What is the Move Craft Tool?

The Move Craft tool is complex and takes time to learn.
For new users, we recommend editing existing move data to familiarize yourself with the tool instead of starting from scratch.

*Move Craft data can not be used in online matches.



Move Craft Menu

The Move Craft Menu includes the following categories.

File Library	Select move data to edit.
Move Category	Set the Move Category. Changing the Move Category also changes the Move Class.
Move Class	Select move class based on the current category. Different classes of moves have different types of Animation Libraries.
Animation Library	The Preview Window can display up to four Animation Libraries. Animation Library data is determined by selected Move Category and Move Class.
Form Library	You can copy/paste registered Forms from the Form Library.
Preview Window	Use the preview window to select parts to edit. You can move, rotate, and change parts.
Animation List	Edit animation frame-by-frame and set flags.
Move Name Entry	Enter the move name in both English and Japanese.
Form #	The list of parts used in a wrestler is called a "Form." Forms are either Preset or Custom. Each Form has a reference number.
Wrestler Size	Change wrestler size. Use [M] as the base, then adjust to work with other sizes.
Part List	A list of the parts used in the selected Form. Edit the content of the Part List to create the wrestler model required for the move.
Keyboard Controls	Display controls and shortcuts for mouse/keyboard.
PLAY	Press to play and pause animation.
UNDO	Undo most recent action.
REDO	Cancel undo and redo most recent action.
CONFIG	Open Configuration window to organize workspace.
STATUS	Open move status setting window to configure move effect and details.
Return	Return to Main Menu.

Move Craft Controls

Both gamepad and keyboard are supported.
*Some shortcut commands only work with a keyboard.

■Gamepad Controls

Left stick	Move pointer.
Arrow key	Move cursor.
⊗ button	Select and confirm.
⊗ button + Arrow key (Up or Down)	Increase/decrease selected value (while held). Select range of animation frames / Form parts.
◎ button	Cancel / Close menu / Move cursor to "Return".
△ button	Open and close sub-menu.
Right stick	Play/rewind animation frame-by-frame, rotate selected part.
L1 button／R1 button	Switch wrestler size.
L2 button	Undo most recent action.
R2 button	Redo action after undoing it.
OPTIONS button	Play and pause animation.

■Keyboard & Mouse Controls

Mouse	Move pointer.
Arrow key	Move cursor.
Left click	Select item / Confirm / Raise value.
Left drag	Select range of animation frames / Form parts.
Right click	Cancel / Lower value / Open and close sub-menu.
1-5 keys	Switch wrestler size.
Space	Play and pause animation.
Ctrl+C	Copy possible sub-menu cursor locations.
Ctrl+X	Cut possible sub-menu cursor locations.
Ctrl+V	Paste copied/cut data to cursor location.
Ctrl+F	Insert copied/cut data to cursor location.
Ctrl+Z	Undo most recent action.
Ctrl+Y	Redo action after undoing it.

File Library

You can load up to ten moves into the File Library.
Select move data to edit it. (*1)
*1 Active move data is framed in green.

Load Preset Data

Load selected preset move data.
It's easier to modify preset move data than to start from scratch.
You can load multiple moves into the File Library to combine moves together.



Load Custom Data

Load custom move data.
Data will be saved to the selected file library.

Overwrite

Overwrite selected move data.
*You must first create save data to overwrite it.

Save

Save data as a new item.
The file name is not the name of the move as it appears in-game.
*NOTE: Every time you save a move you create a new file.

Run Checker (Register Data)

Data will be registered (saved) if no issues are found by the check tool.
The checker will return an error log of issues.
*The check tool is not infallible. The data may still have issues even if it passes the check.
If no issues are found, the following menu will be displayed.

Ringside Check	Check move data in a match to see how the move is actually performed.
Register Data	Once move data is registered, it can be assigned to wrestlers in Edit Mode.
Return	Return to previous menu.

Ringside Check

Check the move data in an actual match.
The move will be assigned to the Move Category you defined.
Check the Move List for input commands.
When you're ready, select [End Ringside Preview] to return to the edit menu.

Register Data

Register move data to game and allow it to be used with edit wrestlers.
You can modify move data after registering it.
*You must save move data before registering it.

Delete Custom Data

Delete Move Craft custom data.
Deleting custom move data also removes it from any wrestlers using it.
The applicable Move Category for that wrestler will change to "Not Used."
*You must update your wrestler's moveset before using them again.

Return

Return to Move Craft menu.



Move Category / Move Class

Sort Animation Library by Move Category and/or Move Class.
If you are working with a preset animation as a base, you shouldn't need to change this parameter unless your custom move is vastly different than the base animation.
*We recommend you do not modify these categories for preset moves until you become more familiar with the tool.

Animation Library

The Animation Library is a list of animations that comprise a move.
Each Animation Library has animation for one wrestler. String together animations to create move data.
The number of Animation Libraries and specifics depend on the Move Category and Move Class.

*Some moves have unique Animation Libraries depending on the action.
*The more complicated a move, the more Animation Libraries it has.

Preview Window

Select the box next to the Animation Library's name to change the status to [●] and show the animation in the Preview Window.
Changing the status to [–] hides a wrestler.
The wrestlers are color-coded depending on if they are the attacker or defender.

*Animation Libraries do not need to be set to [●] to work in the Ringside Check.

Animation Library Settings

To edit an Animation Library, select its name to set it as the active animation. (*1)

*1 Active move data is framed in green.

Not Used / Temporary

Blank Animation Library settings will not effect the move data.
You can copy temporary animation settings here.

Action Flags

Click the [+] on an Animation Library to open the action flags settings.
Flags must be set for both the attacker and the defender.

AS	Determines when the next action starts.
AE	Determines conditions when animation ends.
LM	Determines out of ring settings.

Collision

Some Animation Libraries require collision settings.
Select [COL] to open the configuration menu.

*When checking the animation in the Preview Window, sections of the Animation List set as [A] will be made activate.

Rotation	Angle of hitbox.
X	X coordinate of collision.
Y	Y coordinate of collision.
X Size	Size of hitbox on X-axis.
Y Size	Size of hitbox on Y-axis.

Form Library

The Form Library is a temporary registry for the wrestler parts list (Form).
Use it to register the desired Form(s) from specific moves to apply to frames in the Animation List.
You can also use it to register Forms before editing them.
Custom forms require a new Form #.

Register	Register selected Form (animation list) to current Form Library.
Apply	Apply selected animation list as a form.

Preview Window

The Preview Window is your work area.
The displayed data is linked to active categories. You can also move/rotate wrestler parts.
You can customize the Preview Window from the CONFIG menu.

Preview Window Information

- Check Form details.
- Check how the wrestler model looks with their opponent in the Animation Library.
- Check animation details.

Parts Viewer

Replace selected part with new part from list.

Preview Window Controls

The following operations are possible when a pointer is shown in the Preview Window.

■Gamepad Controls

⊗ button	Cursor over part to select.
⊗ button + left stick	Cursor over and select multiple parts.
◎ button	Deselect part(s).
△ button	Parts Viewer window. (w/part selected.)
Right stick	Rotate selected part(s).
Arrow key	Move selected part(s).

■Keyboard & Mouse Controls

Left click	Cursor over part to select. Selecting an empty field deselects currently selected part(s).
Left drag	Cursor over and select multiple parts.
Right click	Pointer over parts or selected parts to hold them. Drag and move held parts.
Middle button	Parts Viewer window. (w/part selected.)
Arrow key	Move selected part(s).

Animation List

Displays animation settings and frames for the active Animation Library.
The top frame in the active row (*1) of an Animation List is displayed in the Preview Window.
*1 Active move data is framed in green.

Playing Animation

The animation is played from the top frame to the bottom.
Press [PLAY] to play the animation.

Selected Animation Range

Move the cursor/pointer over [NO] to select the desired frame.

Applying Settings to All Frames

Settings for categories marked with ▼ at the top of the Animation Library may be applied to all frames.

*Settings will not be applied to non-specified frames.

Animation List Categories

**Set values and flags for frames in the Animation Library.
Reference preset data to familiarize yourself with the tool.**

AB	Display animation library number. Toggle between animation libraries from the animation list.
NO	Display animation frame.
TM	Animation is played sequentially by frame number. You can change multiple frame numbers at once. 60 frames is 1 second.
RX	X coordinate of Form. Represents amount of movement between previous and current frame.
RY	Y coordinate of Form. Represents amount of movement between previous and current frame.
FZ	Z coordinate of Form. Represents amount of movement between previous and current frame.
FX (*2)	X coordinate of Form unrelated to shadow movement. This value can be applied to all frames simultaneously.

*2 [▲] Swap Form coordinate settings for [FZ] and [FX].

FORM	Form number. White numbers for Preset Form, blue numbers for Custom Form.
HV	Set H-invert (horizontal) and V-invert (vertical).
P	Wrestler display priority settings from A-D.
R	Rope priority settings from 1-7.
LP	Set loop for submission moves. S (starting frame) is below L, and L (loop frame) is below P.
F	Define fall settings. Previous frame will be assigned L and P flags.
S	Define point where attacker and defender separate after a grapple ends.
D	Damage value as defined in animation of attacker.
B	Flag to define when self-damage is received.
r	Define animation as being IN/OUT of the ring.
Q	Define ring shake from 1 (small) to 3 (large).
X	Flag to release grapple. Will ignore grapple priority and use positioning priority.
A	Flag to define start of hitbox.
Y	Flag to define when move connects with defender. Will not connect when OFF.
T	Flag to define if wrestler is grounded or airborne. (This matters for tackle moves.) *Settings for when partner interference occurs.
K	Define voice clip timing.
U	Define if wrestler is facing up (U) or down (D). *Settings for defender when partner interference occurs.
L	Define if wrestler is facing left (L) or right (R). *Settings for attacker/defender orientation when partner interference occurs.
H	Define aerial height from 1 (low) to 7 (high).
SE	Define type of SFX.

Down Settings

Special settings are required for moves that make a wrestler fall down.
Select the last Form on the Animation List and set [TM] to [01].

P 00100	Opp. Down - Face Up
P 00101	Opp. Down - Face Down

Move Name Entry

Enter the actual in-game name in both English and Japanese.
(30 character limit.)

Form

The list of parts used in an edit wrestler is called a "Form."
Forms are either Preset or Custom. Each form has a reference number.

Preset	In-game Form data.
Custom	Custom Form crated by user. Custom Form #s are managed in the move data set.

Changing Form

You can manually change the Form # by selecting [FORM] from the Animation List.

Custom Forms

Editing a Preset Form automatically makes it a Custom Form.
Custom Form #s are managed in the move data set and will be assigned the smallest unused number by default.

*Custom Form #s can not be changed manually.

Wrestler Size

There are 5 wrestler sizes: F / S / M / L / G.
Move animation is created with M as the base, then a modifier is applied for other sizes.
The Part List functions differently when working with sizes other than M.

Part List

Configure part settings for the active Animation List. You can check and edit the part number, coordinates, rotation, display priority and other settings.
This wrestler part structure/pose is called a Form.
Displayed information changes depending on the wrestler size:

M	Part settings for base wrestler size (M).
F／S／L	Difference between wrestler size (M) and part settings.
G	Difference between wrestler size (L) and part settings.

Part Priority

Part display priority is determined by the [P] setting. If multiple parts have the same priority, then the part higher on the list is displayed on top.
Moves that involve another wrestler use [P] to determine how each wrestler's parts are layered.

Applying Settings to All Parts

Settings for categories marked with ▼ at the top of the Part List may be applied to all parts.

Part Display Limit

There is a limit to the number of parts displayed during a match.
For example, you can not have a wrestler with two Face parts.
*You can confirm this in the Preview Window.

Part List Categories

Part list categories vary by wrestler size.

NO	Part display priority. The top part will be displayed in the foreground.
MX／MY	X/Y coordinates of the part. An (M)-sized wrestler will display the absolute coordinates.
FX／FY SX／SY LX／LY GX／GY	Difference in X/Y coordinates between part and (M)-sized wrestler. *Varies by wrestler size.
L	Use + to expand part and - to shrink it. *Only available for G-sized wrestlers.
CHAR	Part category and sorting number. You can edit the part category and sorting number.
HV	Part horizontal flip (H) and vertical flip (V).
ROL	Part rotation angle.
P	Parts with Display Priority [A] will be layered on top of other parts. This setting is used when a wrestler interacts with the ring or other objects.
B	Adjust part brightness between 0 - 3.

CONFIG

Use the CONFIG menu to customize settings for the Preview Window and animation playback.

*CONFIG settings are not saved as part of the move data.

CONFIG Categories

# of Loops	This value determines how many times an animation is looped. It may be set from 0-10.
Fall Time	Set the animation fall frame. (0 - 99)
Repeat Weight	Set buffer between animation loops. (0 - 99)
View Coordinates H	Horizontal coordinate for preview. (-999 to 999)
View Coordinates V	Vertical coordinate for preview. (-999 to 999)
Ring Display Coordinates X	Ring horizontal coordinate. Does not move wrestler. (-999 to 999)
Ring Display Coordinates Y	Ring vertical coordinate. Does not move wrestler. (-999 to 999)
Wrestler Display Coordinates	Set wrestler display coordinates (0-5) in relation to their ring position. This coordinate changes in a match depending on where a wrestler is.
Grid Display	Toggle grid ON/OFF.
Grid Size	Adjust grid size. (0 - 99)
Shadows	Toggle wrestler shadows ON/OFF.
Ring Display	Toggle ring display ON/OFF.
Zoom Display	Set preview display magnification. (25% - 400%)
Attacking Wrestler	Swap wrestler texture. (MALE/FEMALE)
Defending Wrestler	Swap wrestler texture. (MALE/FEMALE)
Partner Wrestler A	Swap wrestler texture. (MALE/FEMALE)
Partner Wrestler B	Swap wrestler texture. (MALE/FEMALE)
Part Marker	Toggle marker for selected part ON/OFF.
Adjust Wrestler	Toggle option to darken unselected wrestlers ON/OFF.
Adjust Flag Frame	Toggle option to colorize frames with flags ON/OFF.
Display Opponent	Toggle dummy wrestler display for hit detection.
Play SFX	Toggle SFX ON/OFF.
Display Ring Line	Toggle ring diagonal guidelines ON/OFF.
Select Voice / Voice Type	Select voice to play on frame with voice flag.
Select Voice / Voice	Select voice to play on frame with voice flag.



STATUS

Use the STATUS menu to modify move effect and system settings.
STATUS categories vary by Move Category and Move Class.

STATUS Categories (Common)

The following categories are common for all moves:

Coordinate Correction	Define coordinate adjustment made when grapple is initiated.
Bleed Probability	Bleed Probability may be set from 0 - 49.
Number of Animated Loops	Set number of animation loops for (Grapple) moves.
Move Type	This setting determines the Move Type, which effects the Match Evaluation score.
Move Group	Set what Move Group to display in the Move List.
Set SFX	Define SFX when move connects.
Damage - Stamina	Define damage to stamina.
Damage - Spirit	Define damage to spirit.
Damage - Breath	Define damage to breath.
Damage - Neck	Define damage to neck.
Damage - Arm	Define damage to arms.
Damage - Back	Define damage to back.
Damage - Leg	Define damage to legs.
Main Attack Parameter	Main parameter for determining damage.
Sub Attack Parameter	Secondary parameter for determining damage.
Main Def. Parameter	Main parameter for determining defense.
Sub Def. Parameter	Secondary parameter for determining defense.
Illegal Move	Define if move is illegal.
Submission Move	Define if move can cause opponent to tap out/submit.
Critical	This setting determines if this move can cause a CRITICAL! The CRITICAL! Ability can be set from: Edit Mode > Wrestler Edit > Skill.

Attack Lowered - Neck	Lower attack power when neck is damaged.
Attack Lowered - Arm	Lower attack power when arm is damaged.
Attack Lowered - Back	Lower attack power when back is damaged.
Attack Lowered - Leg	Lower attack power when leg is damaged.
Self-Damage - Stamina	Define self-damage to stamina.
Self-Damage - Spirit	Define self-damage to spirit.
Self-Damage - Neck	Define self-damage to neck.
Self-Damage - Arm	Define self-damage to arms.
Self-Damage - Back	Define self-damage to back.
Self-Damage - Leg	Define self-damage to legs.
Finisher Display	Define results screen style.
Showmanship	Define how graceful move is from E (low) to S (high).
Rank of Move	Define rank of move from E (low) to S (high).
Sexual Move	Define if move is affected by sex of wrestler.
Counter Style	Define type of animation for counter move.
Counter %	Define frequency of counter move.
Escape Settings	Define if move can be escaped from. (Move towards ropes.)

STATUS Categories (Move Category / Move Class Dependent)

The following categories depend on the Move Category/Move Class:

Start Attack - Distance	Define distance for auto run to start for moves against downed opponent (corner-to-center).
Aerial Move - Range	Range of aerial move.
Aerial Move - Airtime	Time in the air. (Frame count.)
Aerial Move - Initial Speed	Initial vertical speed.
Aerial Move - Start Height	Starting height of aerial move.
Aerial Move - End Height	Finishing height of aerial move.

Defense Type / Single Hit	Set Defender Type for single hit move.
Defense Type / Multi Hit	Set Defender Type for multi hit move.
Corner Settings	Set if performance can be done from post.
Avalanche Move Settings	Set wrestler condition after avalanche move ends.
Defense Type	Set Defender Type for corner attack.
Reaction Type / Hit #1	Reaction Type - Opp. No Fall / Hit #1
Reaction Type / Down #1	Reaction Type - Opp. Fall / Hit #1
Reaction Type / Hit #2	Reaction Type - Opp. No Fall / Hit #2
Reaction Type / Down #2	Reaction Type - Opp. Fall / Hit #2
Reaction Type / Hit #3	Reaction Type - Opp. No Fall / Hit #3
Reaction Type / Down #3	Reaction Type - Opp. Fall / Hit #3
Run Until Hit	Wrestler will continue running until they hit another wrestler or the rope.

Animation Library Info

Check settings for each Animation Library.

AB	Compare Animation Libraries.
TF	Total frame count for each Animation Library.
TTM	Total footage length for each Animation Library.
SF	Frame number for separated animation frame.
DF	Damage flag set to this frame.
BF	Self-damage flag set to this frame.
FF	Fall flag set to this frame.
KC	Voice flag set to this frame.

Addendum

Read on for more details about other mechanics and settings.

*The following conditions may be necessary in some situations.

Move Category [Exchange Blows]

The winner of an exchange is determined by remaining stamina and button mashing. Read on for details and how to use the Animation Library.

■Exchange Blows: Flowchart

① Exchange blows	Animation Library 5, Animation Library 6
② Stare down	Animation Library 9, Animation Library 10
③ Exchange blows	Animation Library 5, Animation Library 6
④ Branch	Both wrestler vitality > 10% (Win) Go to ⑤ Both wrestler vitality > 10% (Lose) Go to ⑥ Both wrestler vitality < 10% Go to ⑦
⑤ Win	Animation Library 1, Animation Library 2
⑥ Lose	Animation Library 3, Animation Library 4
⑦ Proceed	Go to [Coup De Grace Taunt][Combo Clincher]

■Animation Library

Animation Library 1	End (Attacker Win) / [Grapple] Attacker
Animation Library 2	End (Attacker Win) / [Grapple] Defender
Animation Library 3	End (Defender Win) / [Grapple] Attacker
Animation Library 4	End (Defender Win) / [Grapple] Defender
Animation Library 5	Exchange Blows / [Grapple] Attacker
Animation Library 6	Exchange Blows / [Grapple] Defender
Animation Library 7	Unused Animation Library.
Animation Library 8	Unused Animation Library.
Animation Library 9	Stare Down / [Grapple] Attacker
Animation Library 10	Stare Down / [Grapple] Defender

Move Category [Combo Clincher]

**The winner of an exchange the combo clincher activating is determined by remaining stamina and button mashing.
Read on for details and how to use the Animation Library.**

■Combo Clincher: Flowchart

① Branch *Occurs after [Coup De Grace Taunt]	Both wrestler vitality < 10% (Win) Go to ② Both wrestler vitality < 10% (Lose) Go to ③
② Win (Victor decided)	Animation Library 1, Animation Library 2
③ Lose (Exchange blows) (Victor decided)	Animation Library 5, Animation Library 6 Animation Library 3, Animation Library 4

■Animation Library

Animation Library 1	End (Attacker Win) / [Grapple] Attacker
Animation Library 2	End (Attacker Win) / [Grapple] Defender
Animation Library 3	End (Defender Win) / [Grapple] Attacker
Animation Library 4	End (Defender Win) / [Grapple] Defender
Animation Library 5	Exchange Blows / [Grapple] Attacker
Animation Library 6	Exchange Blows / [Grapple] Defender

Moves With Particle Effects

Big Fire / Mist have unique move data due to the particle effects and are not supported by Move Craft.

Register & Assign Move Data

When assigning moves in Edit Mode, the move may be available under multiple Move Categories depending on the Move Category and Move Type set in Move Craft.

Standing (S)	Can be set to [Standing (MED)], [Standing (BIG)].
Standing (M)	Can be set to [Standing (BIG)].
Post	Can be set to [Post (Double Team)] when Move Class is [Hit Branch (Repeatable)].
Post (Double Team)	Can be set to [Post].
Front Grapple (S)	Can be set to [Grapple (MED)], [Grapple (BIG)].
Front Grapple (M)	Can be set to [Grapple (BIG)].
Back Grapple (S)	Can be set to [Back Grapple (MED)], [Back Grapple (BIG)].
Back Grapple (M)	Can be set to [Back Grapple (BIG)].
Opponent Down - Face Up, Near Head	Can be set to Move Class [Grapple Pin], [Grapple Switch Pin], [Face Up, Near Head (Pin)].
Opponent Down - Face Up, Near Legs	Can be set to Move Class [Grapple Pin], [Grapple Switch Pin], [Face Up, Near Feet (Pin)].
Opponent Down - Face Down, Near Head	Can be set to Move Class [Grapple Pin], [Grapple Switch Pin], [Face Down, Near Head (Pin)].
Opponent Down - Face Down, Near Legs	Can be set to Move Class [Grapple Pin], [Grapple Switch Pin], [Face Down, Near Feet (Pin)].
Drop - Face Up, Near Head	Can be set to [Face Up, Near Head].
Drop - Face Up, Near Legs	Can be set to [Face Up, Near Feet].
Drop - Face Down, Near Head	Can be set to [Face Down, Near Head].
Drop - Face Down, Near Legs	Can be set to [Face Down, Near Feet].
Entrance Ramp Performance	Can be set to [Performance].
Taunt/Performance	Can be set to [Entrance Performance] if Move Class is [Normal & Entrance]

*This might not apply to moves created before latest patch.
This can be fixed by rer-registering the move with [Register Data].

Weapon Display Position

Weapon display positioning is based on Wrestler Size [M] coordinates.
When configuring a weapon, make sure that it works with all wrestler sizes.

Wrestler Shadow Position

A wrestler's shadow represents where the wrestler is.
Be mindful of the shadow's position when inverting an Animation List.

*Invert [H] / Invert [V] is applied to the center of the shadow (with FX / FZ as [000]).

Finisher Display

STATUS List > [Finisher Display] can be applied to Animation List [D] or [A].
The move must be set to [D] or [A] for it to display on the results screen.
For pinfalls, [D] must be set on a frame before [F].

Unused Animation Libraries

Some Animation Libraries for the following categories have been updated to [Not Used]:[Run up Turnbuckle (Standing)], [Run up Turnbuckle (Down)], [Dive From Top of Cage], [Exchange Blows], [Combo Clincher]

*Some preset data may include [Not Used] Animation Libraries.

Unique SFX

SFX [29 Joint (Strong)] is unique and displays the text graphic CRITICAL! when used.

Other Animation Data

Fire Pro Wrestling World contains animation data for actions besides wrestling moves.These actions are managed by their respective in-game systems and as such may not be loaded/edited with the Move Craft tool.

Move Craft Limitations

The Move Craft tool is intended for use with move data assigned to edit wrestlers.
The various types of move data have prescribed functions and limitations.
Unique Animation Library settings, such as Position Change > [AS], [AE], [LM] may only be used where intended.

*It may not be possible to create certain moves if the mechanics are unsupported by the current game system/preset data.