

The sprite standard

M.U.G.E.N, (c) Elecbyte 1999-2009

Documentation for version 1.0 (2009)

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Required Sprites

Every character must have what is called "required sprites". These are sprites that you may not necessarily be using for your animations, but must always be included in the character's SFF. These sprites are necessary for your character to appear correctly when thrown.

- Use only these standard frames when making a action in the .air file that characters beside yourself will execute. For example, getting thrown animation.
- The horizontal component of "Axis" means around the center of the character, unless specified otherwise

Standard getting hit

- You MUST follow the numbers exactly.
- Axes labelled "where feet would be" should have the axis approximately between where both feet would be, if the character was made to stand with his center of gravity fixed in the same position as that required frame
- Axes labelled "midsection" should have the axis around the waist area
- Axes labelled "head" should have the axis in the middle of the character's head
- Some numbers, such as 5000,1 to 5000,9 are for you to add intermediate frames if you choose to do so.
- See [Diagram](#) for an example of how the sprites should approximately look and where the axes should be placed.

Frame	Description	Axis
5000,0	Hit high while standing, head back slightly	Feet
5000,10	Hit high while standing, head back more	Feet
5000,20	Hit high while standing, head back far	Feet
5001,0	Frame 5000,0	Midsection
5001,10	Frame 5000,10	Midsection
5001,20	Frame 5000,20	Midsection
5002,0	Frame 5000,0	Head
5002,10	Frame 5000,10	Head
5002,20	Frame 5000,20	Head
5010,0	Hit low while standing, bent over slightly	Feet

Frame	Description	Axis
5010,10	Hit low while standing, bent over more	Feet
5010,20	Hit low while standing, bent over far	Feet
5011,0	Frame 5010,0	Midsection
5011,10	Frame 5010,10	Midsection
5011,20	Frame 5010,20	Midsection
5012,0	Frame 5010,0	Head
5012,10	Frame 5010,10	Head
5012,20	Frame 5010,20	Head
5020,0	Hit while crouching, head back slightly	Feet
5020,10	Hit while crouching, head back more	Feet
5020,20	Hit while crouching, head back far	Feet
5030,0	Hit back, head back slightly	Where feet would be if standing
5030,10	Hit back, head back far	Where feet would be
5030,20	Hit in stomach with body horizontal	Where feet would be
5030,30	Hit back, body horizontal	Where feet would be
5030,40	Falling, head down slightly	Where feet would be
5030,50	Falling, head down far	Where feet would be
5031,0	Frame 5030,0	Midsection
5031,10	Frame 5030,10	Midsection
5031,20	Frame 5030,20	Midsection
5031,30	Frame 5030,30	Midsection
5031,40	Frame 5030,40	Midsection
5031,50	Frame 5030,50	Midsection
5032,0	Frame 5030,0	Head
5032,10	Frame 5030,10	Head
5032,20	Frame 5030,20	Head
5032,30	Frame 5030,30	Head
5032,40	Frame 5030,40	Head
5032,50	Frame 5030,50	Head
5040,0	Fall and hitting ground	Ground-level (eg. back)
5040,10	Lying down on ground	Ground-level
5040,20	Hit while lying on ground	Ground-level
5041,0	Frame 5040,0	Middle of body
5041,10	Frame 5040,10	Middle of body
5041,20	Frame 5040,20	Middle of body
5042,0	Frame 5040,0	Head
5042,10	Frame 5040,10	Head
5042,20	Frame 5040,20	Head
5060,0	Hit up, head pointed up, body vertical	Where feet would be if standing
5060,10	Head pointed down, body vertical	Where feet would be
5061,0	Frame 5060,0	Midsection
5061,10	Frame 5060,10	Midsection
5062,0	Frame 5060,0	Head
5062,10	Frame 5060,10	Head
5070,0	Thrown, body tiled forwards slightly	Where feet would be if standing

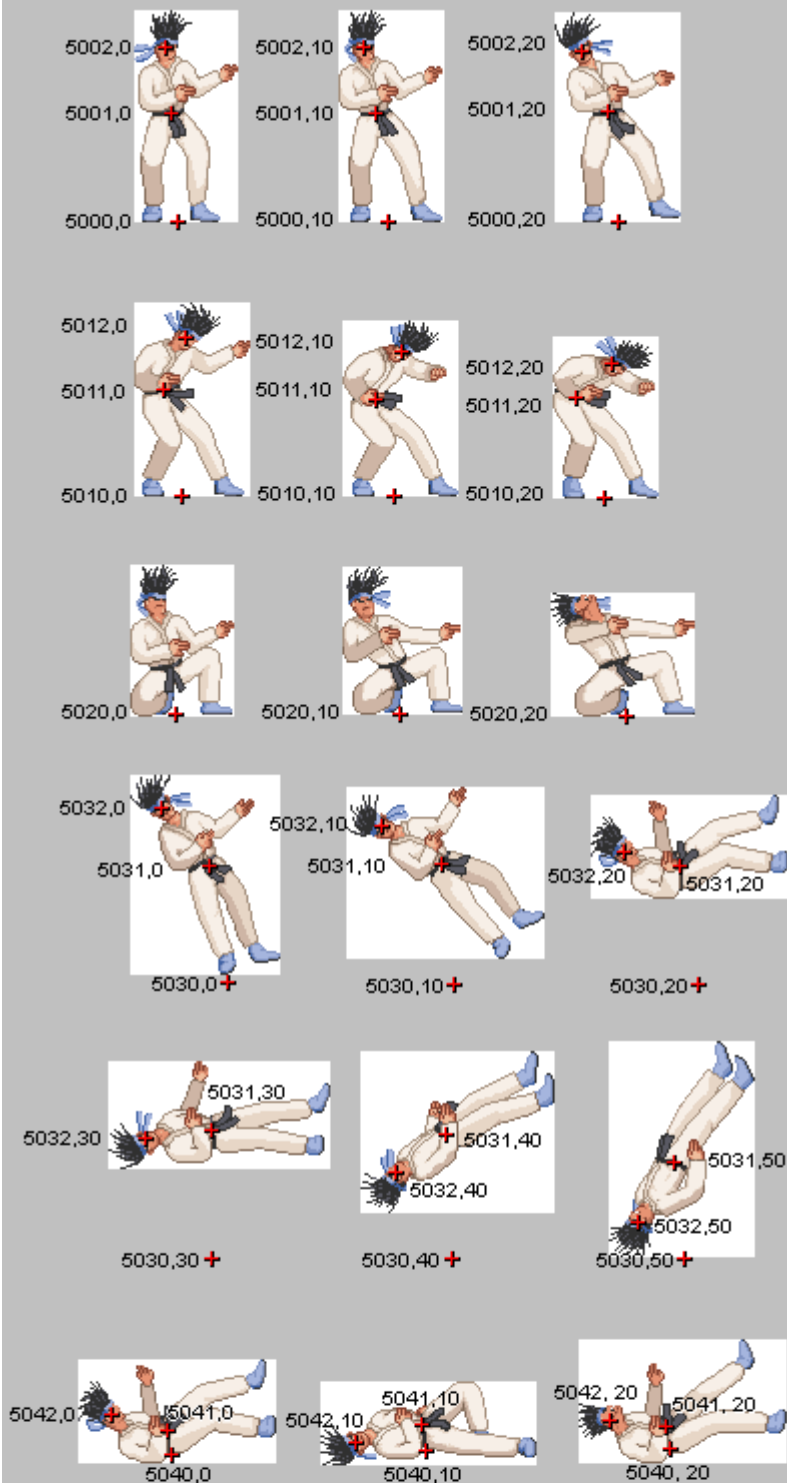
Frame	Description	Axis
5070,10	Thrown, body tiled forwards far	Where feet would be
5070,20	Thrown, body horizontal, head in front	Where feet would be
5071,0	Frame 5070,0	Midsection
5071,10	Frame 5070,10	Midsection
5071,20	Frame 5070,20	Midsection
5072,0	Frame 5070,0	Head
5072,10	Frame 5070,10	Head
5072,20	Frame 5070,20	Head

Diagram

M.U.G.E.N Required Sprites

Total: 23 sprites

(KFM sprites shown as example for positioning axes)





Sample illustration of required sprites and axis placement.

Recommended group numbers

Group	Description
0	Standing
5	Turning
10	Stand to crouch
11	Crouching
12	Stand to crouch
20	Walking forwards
21	Walking backwards
40	Jump start (on ground)
41	Jump neutral (upwards)
42	Jump forwards (upwards)
43	Jump back (upwards)
44	Jump neutral (downwards)
45	Jump fwd (downwards)
46	Jump back (downwards)
47	Jump landing
100	Run fwd
105	Hop back
120	Start guarding (stand)
121	Start guarding (crouch)
122	Start guarding (air)
130	Guard (stand)
131	Guard (crouch)
132	Guard (air)
140	Stop guarding (stand)
141	Stop guarding (crouch)
142	Stop guarding (air)
150	Guarding a hit (stand)

Group	Description
151	Guarding a hit (crouch)
152	Guarding a hit (air)