

Chun-Li JJ 春麗姐姐

For M.U.G.E.N 1.1

by BeterHans

- Customized version of Capcom's Chun-Li
- For Mugen 1.1 beta
- Version: 2022 Sep 18
- Lastest Version Download <https://www.youtube.com/channel/UC4N3iOEfslR4iRRXPjP11jg>

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Notes for Mugen settings

This is a Pure 1.1 only character. you can't use her in 1.0 or win mugen.

In order to make zoom effect displayed correctly

please change the **mugen.cfg** in data folder

find

stagefit and **systemfit**

change the value to 1 or else the zoom effect will cut the lower part of the character.

Features

1. CvS SF33 and SF4 like movement
2. Damage Reduction, Alpha Counter Dodge, Power Charge
3. SF3 Parry (Include Red Parry)
4. SF4 Focus attack and Ultra with Zoom effect.
5. New AI Framework like my other characters
6. New Dizzy system
7. Chain combos, Cancels, Original combo EX Dashes and Super Cancels
8. POTS's coding style.
9. Sounds from various games, including SFZ3, CvS2 SF33 and SF4
10. 12+ Palettes
11. A.I. And Simul mode A.I with my Akuma Good Ghost
12. Special win pose and intro in Simul Mode with my akuma.
13. Easy super arts. And release control like SF33
14. Story Board
15. A.I. Is adjustable

Project Progress

100%

Pallets

This Chun-Li comes with 12 basic pallets you can select it by using a b c x y z and Start + a b c or x y z
You can also select additional 12 pallets without stocking by pressing down button when in loading screen.
AI Player will choose stocking or no stocking randomly.

Total 24 pallets.

Move list

(Single button moves won't be listed here)

Directions: Think you stand in 1P's position. And using the number pad for direction.

UP:8 Down:2 Forward:6 Back:4

SYSTEM

Parry	Froward or down when enemy attacks you
Recover	Press 2 Push buttons when get falling or touch the ground
Dash	Double tap forward don't hold
Run	Double tap forward then hold forward
Dodge	Press LP + LK, press P or K again for counter-attack
Leap attack	Press MP+MK
Original combo	Press HP+HK
Power Charge	Double tap Start Button. them hold
Alpha counter	Press 412 + P or K when guarded an attack.
Throws forward	Press 2P or 2K with forward (also can be performed in air)
Throw backward	Press 2K with backward
Focus attack	Press and hold light push and middle kick. (after she started to charge you can release one of them and double tap forward or backward for dash. Because I know some keyboard is not that good for supporting 3 buttons in the same time.)

Normal moves

face slapping	4+MP
palm strike	4+HP (Can destroy fireballs)
Tripe Light Kick	LK or tap LK three times or hold LK
Stand low kick	4+ LK
knee strike	4+MK
Roundhouse	6+MK
Upper kick	4+HK
Hard kick	HK (with forward can move forward a bit)
Reverse kick	3+HK

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Target Combo 1	Light Push => Mid Push
Target Combo 2	Light back kick => Mid Back kick => Mid Round house kick (Forward mid kick)
Target Combo 3	Back Medium kick => kick => Down, Up, kick

Special moves

Command throw		41236+K			
Hyakuretsu Kyaku	百裂脚	KKK (them hold)			(Use 2K for EX)
Kiko ken	气功拳	2(Charge)9+P	or	236+P	(use 2P for Ex)
Tensho kyaku	天昇脚	2(Charge)9+K	or	626+K	
Hazan shu	霸山蹴	63214 + K			(Use 2K for EX)
SenEn Shu	旋円蹴	424+K			(use 2K for Ex)
Spinning bird kick		2(Charge)8+K	or	214+K	(use 2K for Ex)

Super moves

Level 1

Kiko Sho (气功掌)	236236+P
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Level 2

Hazan Tenshou Kyaku (霸山 天翔脚)	1(Charge)319+K	or	214214+K	(use HK for lv2 move)
Houyoku Sen (凤翼扇)	4(Charge)646+K	or	236236+K	(use HK for lv2 move)
Tensei Ranka (天星乱华)	236236+K			(in air HK for lv2 move)

Ultra

Hosenka (凤扇华)	4(Charge)646+2K	or	236236+2K	(take damage to do this)
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Version History

- 2022-09-18 Add Passive Moondrive portrait for my MBTL Character (Saber)
Adapte new projectile trans effect from Latest POTS's work.
- R2.2 Fix some Hitbox duplicate error may cause MUGEN1.1 to crash
Fix a lot of code error which detected by FF3.5
- R2.1 Bug fix for A.I. Player can move or attack before match fully start
- R2.0 Color separation with new pallets which give her a new look.
New SF4 Back medium kick and it's combo
New SF3 angled heavy jump kick
Rewrote AI with AI framework like my other characters.
Easy charging for human player
Back hard push can push fireballs
Zoomed Ultra
New Ultra bar
New move Hazanshu from SF4
- R1.9 Fix a bug on hadoken may not fire out at the edge of the zoomed stages
add super move's kanji name
- R1.8 Special Intro vs my Awakened Morrigan.
- R1.7 Bug Fix
- R1.6 Bug Fix (Unlimited Parry fix)
Add Win Quote for Morrigan
- R1.52 Removed some combo.
Bug fix
- R1.51 Damage Scaling system now match SF4 standard.
Fix Debug error at intro stage.
CLNS Fix
- R1.5 Add focus attack system from the SF4 chun-li
All moves do accurate damage according to the SF4.
Ultra move's timing is more accurate!

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A.I. updated

- R1.2 Walking AI added. This make her like GM's characters and not too aggressive.
Bug fix on Guarding system.
Dizzy System changed
Story board added
A.I. Scaleable with Mugen Setting
Palette changes
Support Release moves like SF33.
Sample Fireball detection for A.I.
- R1.1 Start to Support new MUGEN 1.0, Old Mugen is not supported from this release.
- R1.0 Original Combo added
Stand hard kick bug fix
AI Improved
New Stand middle push added
- R0.8 Special Intro vs multi-opponent in single mode
Special Intro ending with my Akuma (Good Ghost) as a partner in Simual TeamMode.
SF3 Guarding System
Guarding / Red Parry added.
New Palettes
CO-OP AI with My Akuma.
New SF3 Taunt.
- R0.75 Added a Level 3 Ultra Super from SF4 aha I said just look like in SF4 Super.
Added a new back throw just looks like the one in SF4.
Some changes for the Super Phoenix Kick them you can link a super jump with air attack just like in SF3
Damage adjustment has made on all her moves. And I used SF3 damage table from Gamefaqs as reference.
Damage dampener bug fix and adjustment.
Voice bug fix
Cooler Lv2 Super intro :D
New palete
- R0.71 Initial public release

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Special Thanks / Credit

Mr. I from MugenGuild

Layer from MugenGuild

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Jmorphman

Me

GM

Omar Dogan

neL_HiNO

Pooper

Ionela19

Li_Kun

BrokenClavicleHD

Elzee from 2diyer.com

Fishbed from 2diyer.com

Winane from mugenguild

Shiki Dan From Gamefaqs

P.O.T.S

For ripping sf4 sprites

For sf4 sound fx ripping

For his Extra CVS chun-li sprites which official CVS2 game don't have

For the sprites of SF4 Back Medium kick and SF3 angled heavy kick.

For the sprites color separation

Haha For extended color separation.

For his Walking AI Method. (I Stole it :))

For his Great Chun-Li protrait.

For his Great Chun-Li protrait.

For his Great Chun-Li protrait.

For his Great Photoshots

For his great sf3 taunt sprites.

For his SF3 guarding system

This guy told me a very basic thing and the key to make a mugen character is...
by using the common1.cns...

This guy pointed me how to tell the AI when and where to jump :D

His AI activation code works great.(for old WINMugen version)

For his Damage table for SF33.

No PoTs no Chun-li JJ