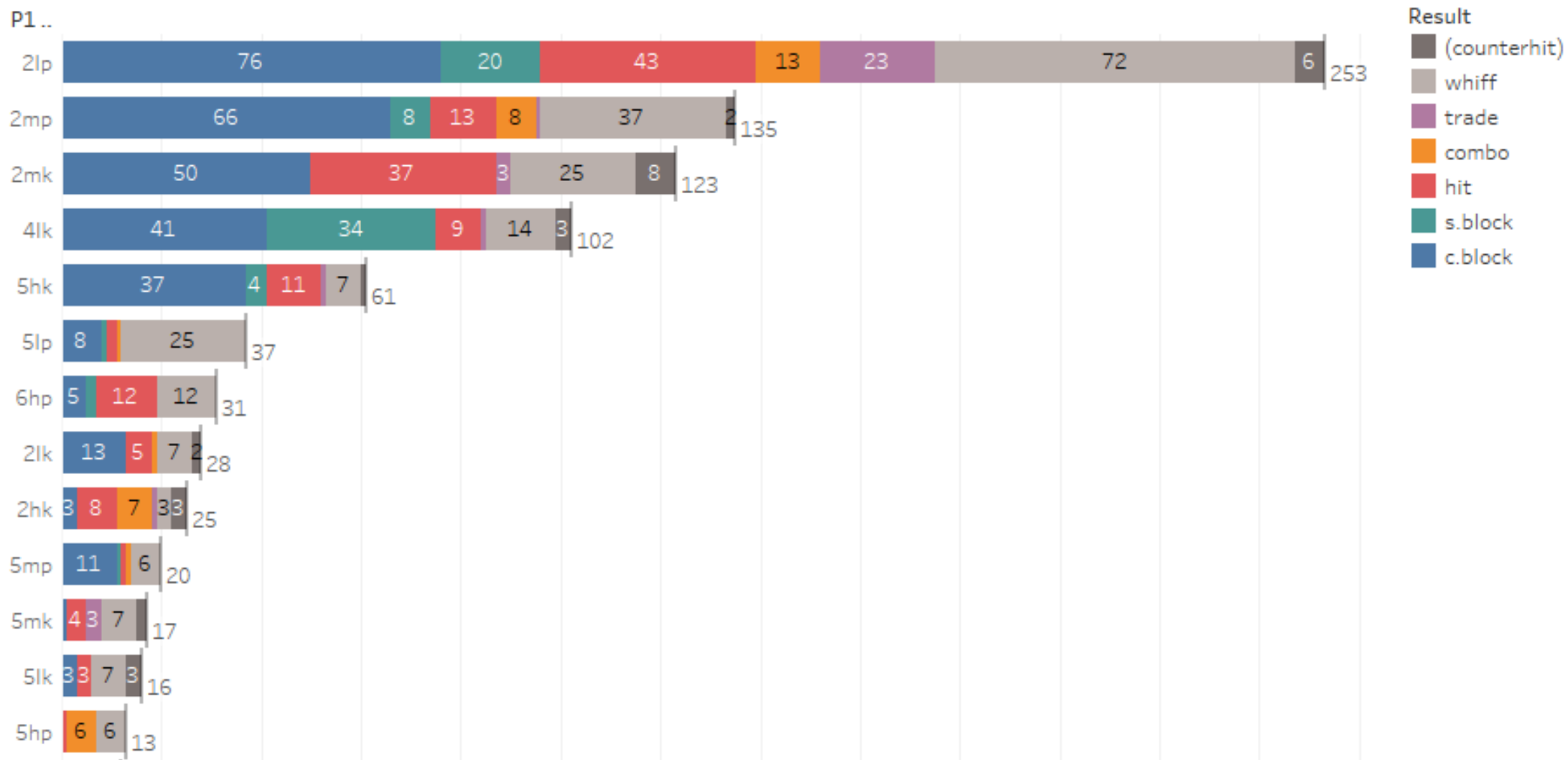
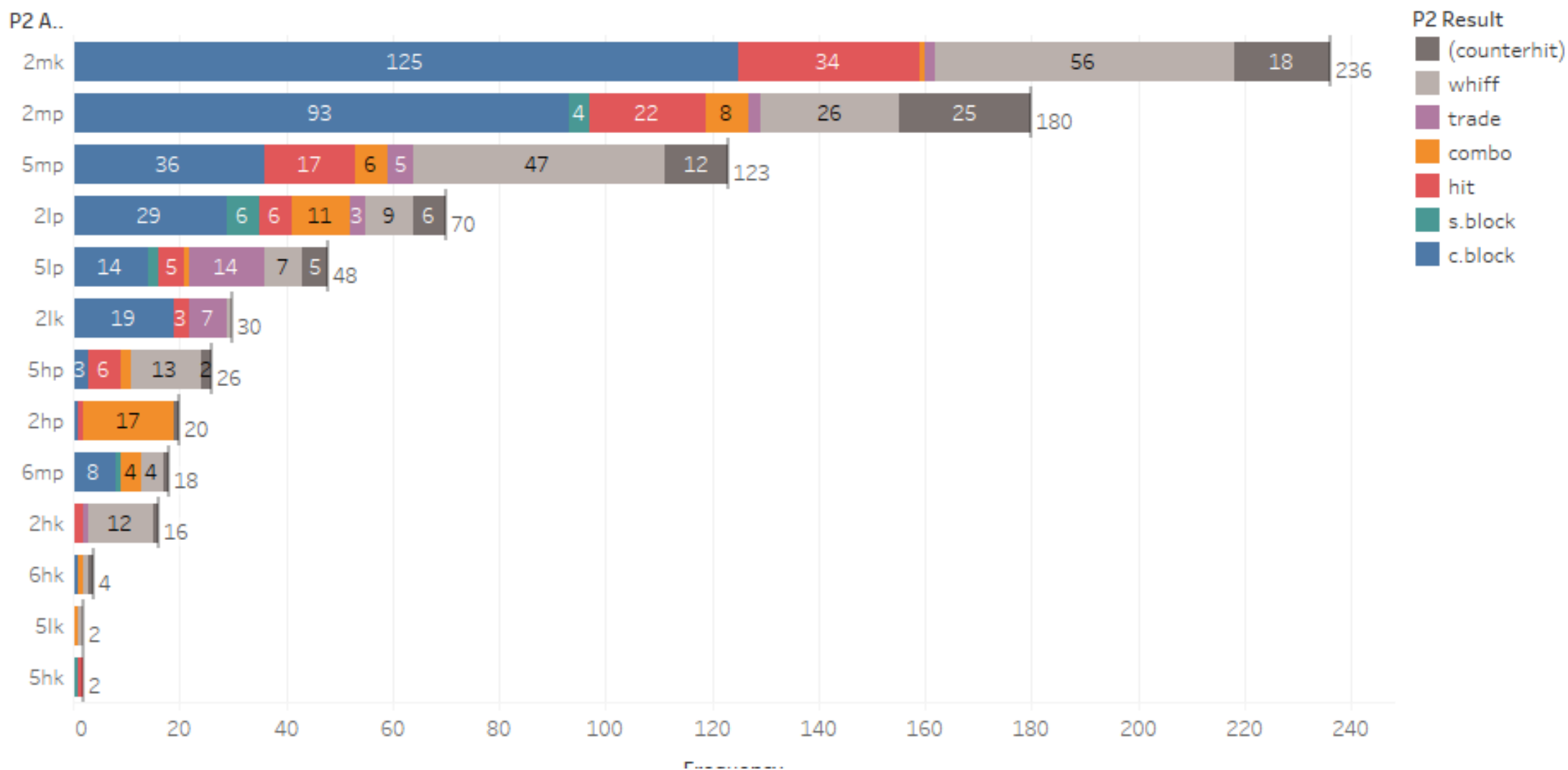


# DvT – Action + Result Visualizations

## P1 Normals (Guile)

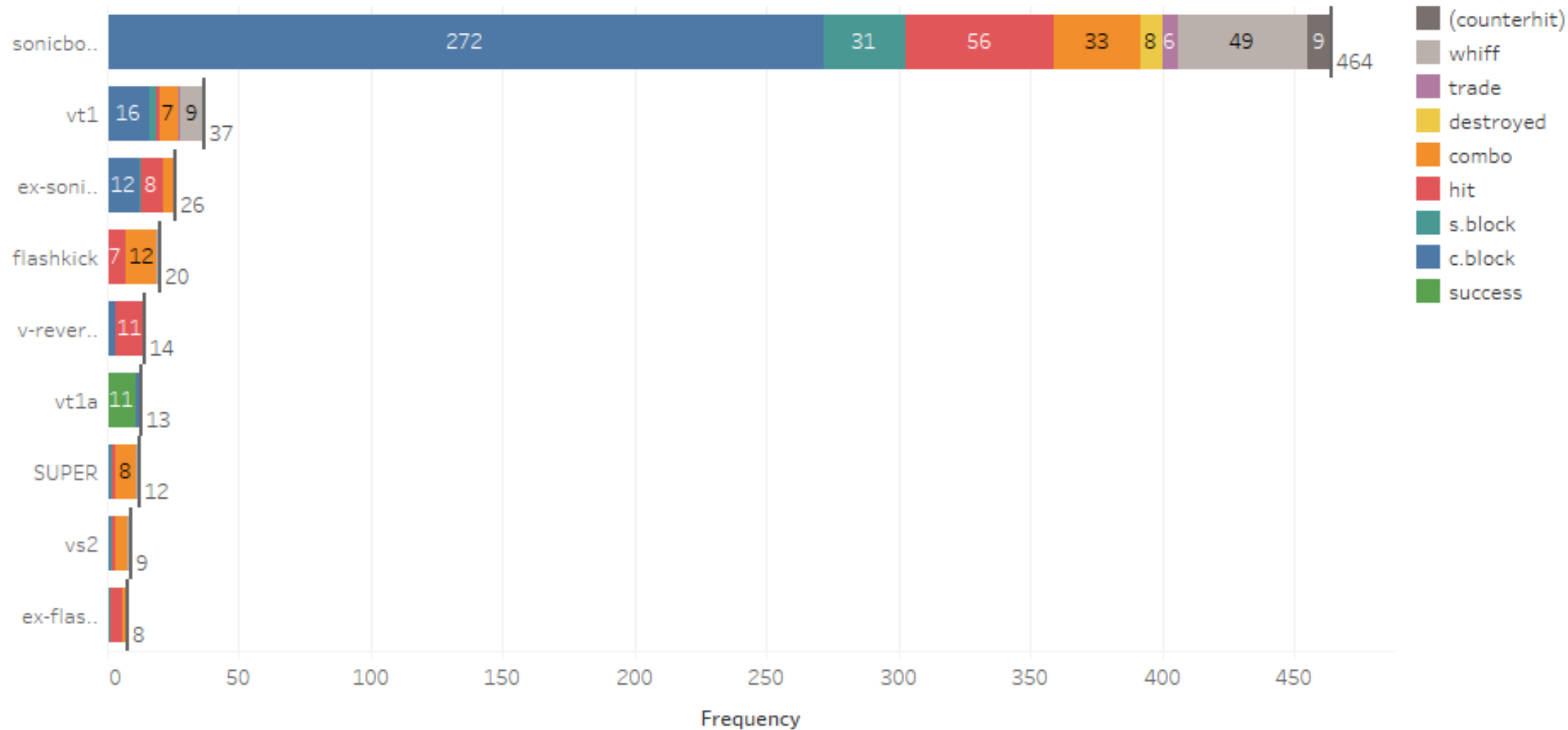


## P2 Normals (Urien)

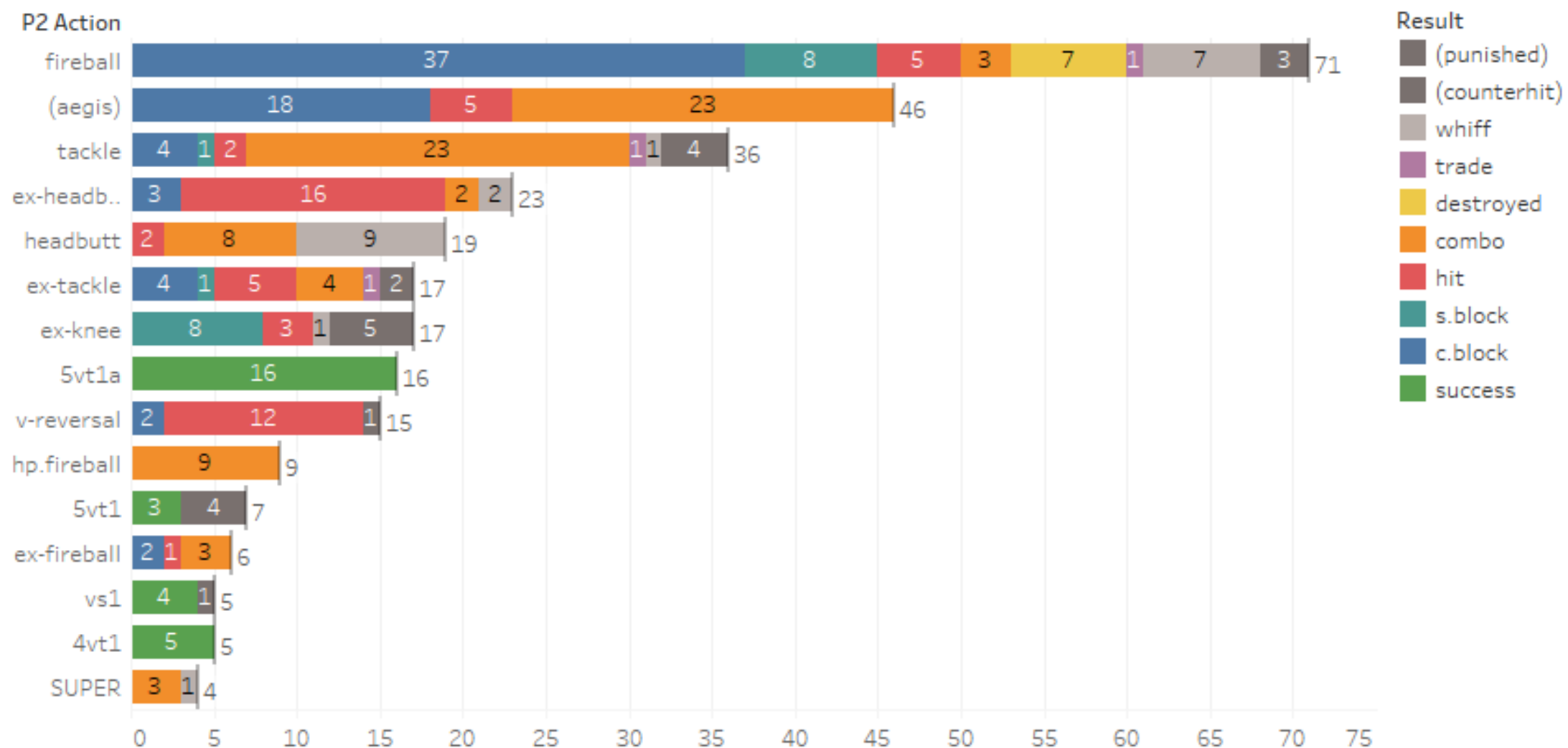


## P1 Specials (Guile)

P1 Acti..

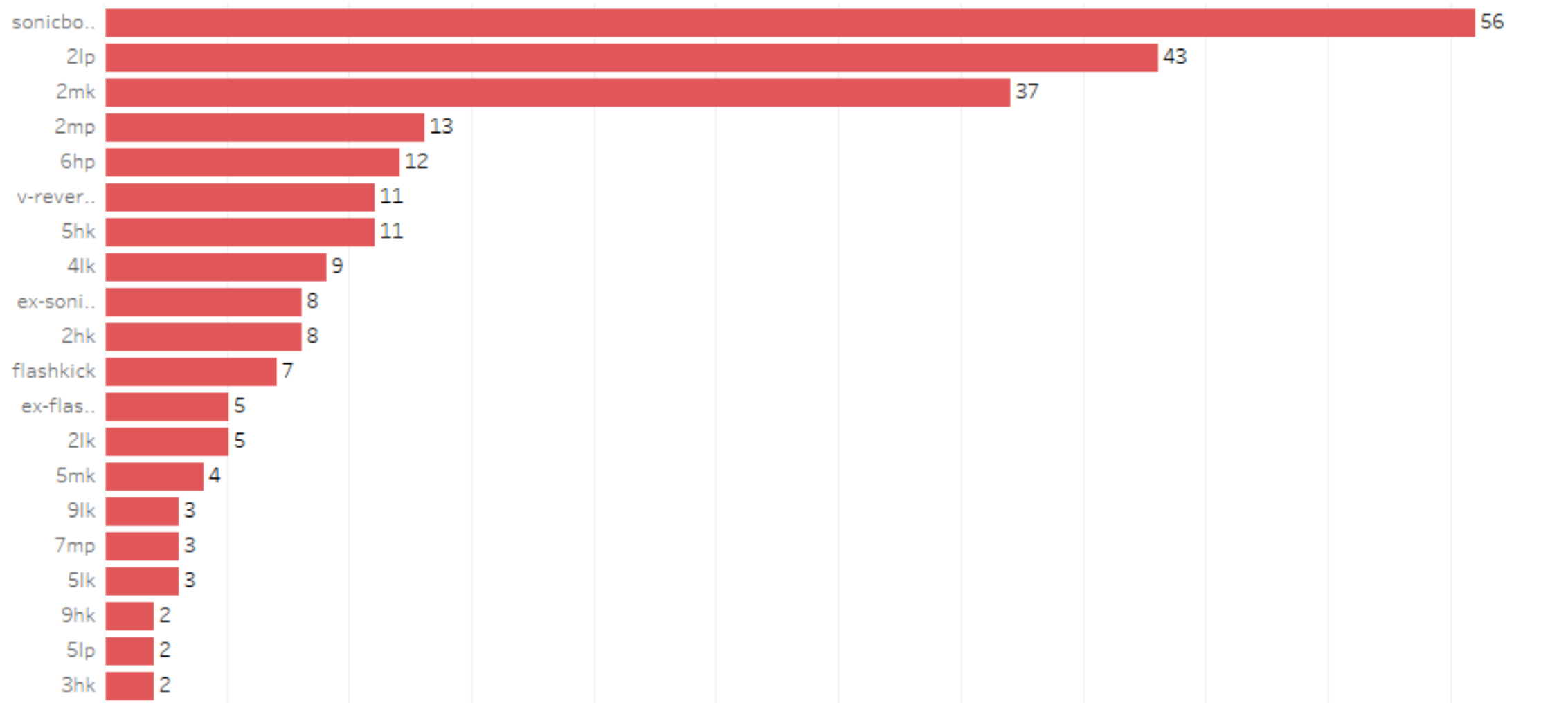


## P2 Specials (Urien)

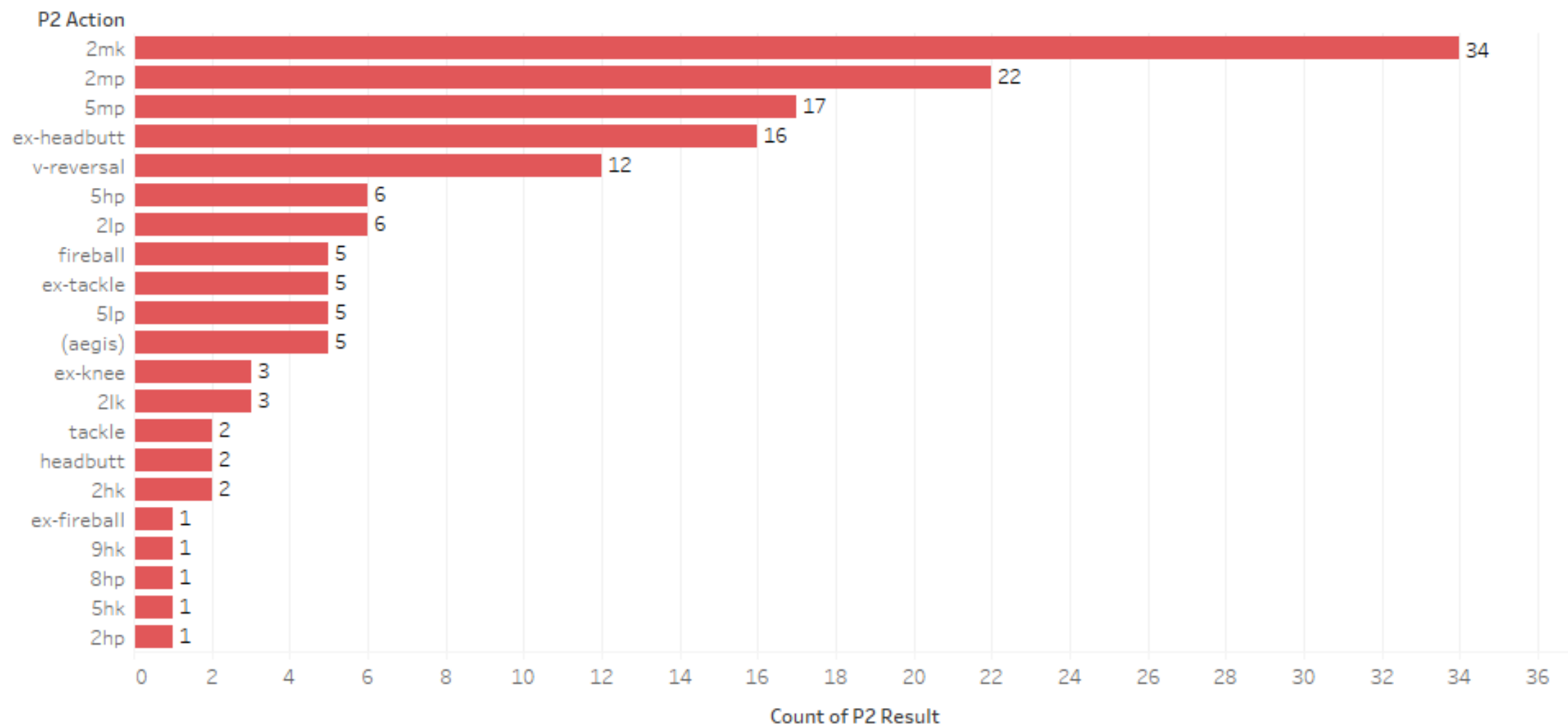


## P1 Hits (Guile)

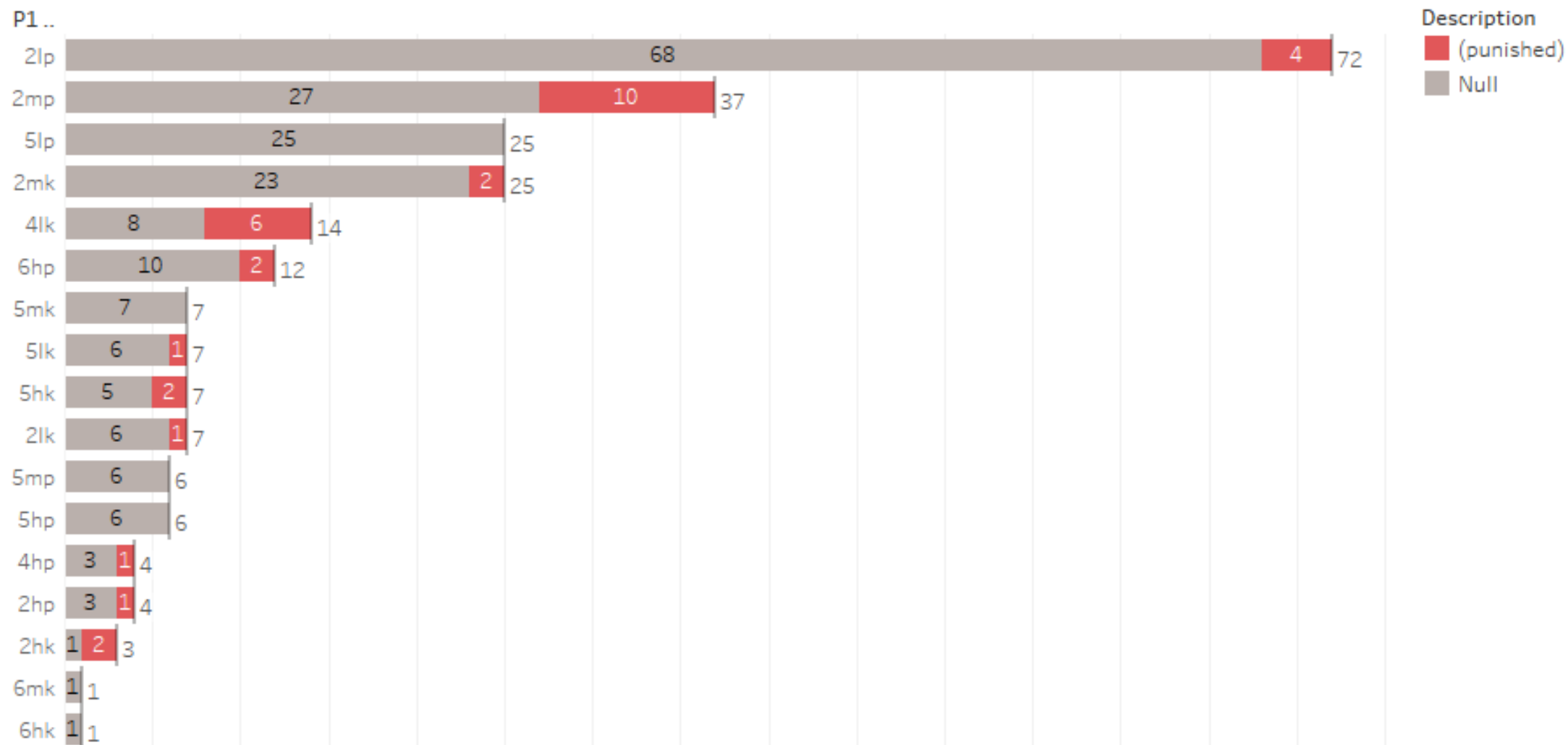
P1 Acti..



## P2 Hits (Urien)

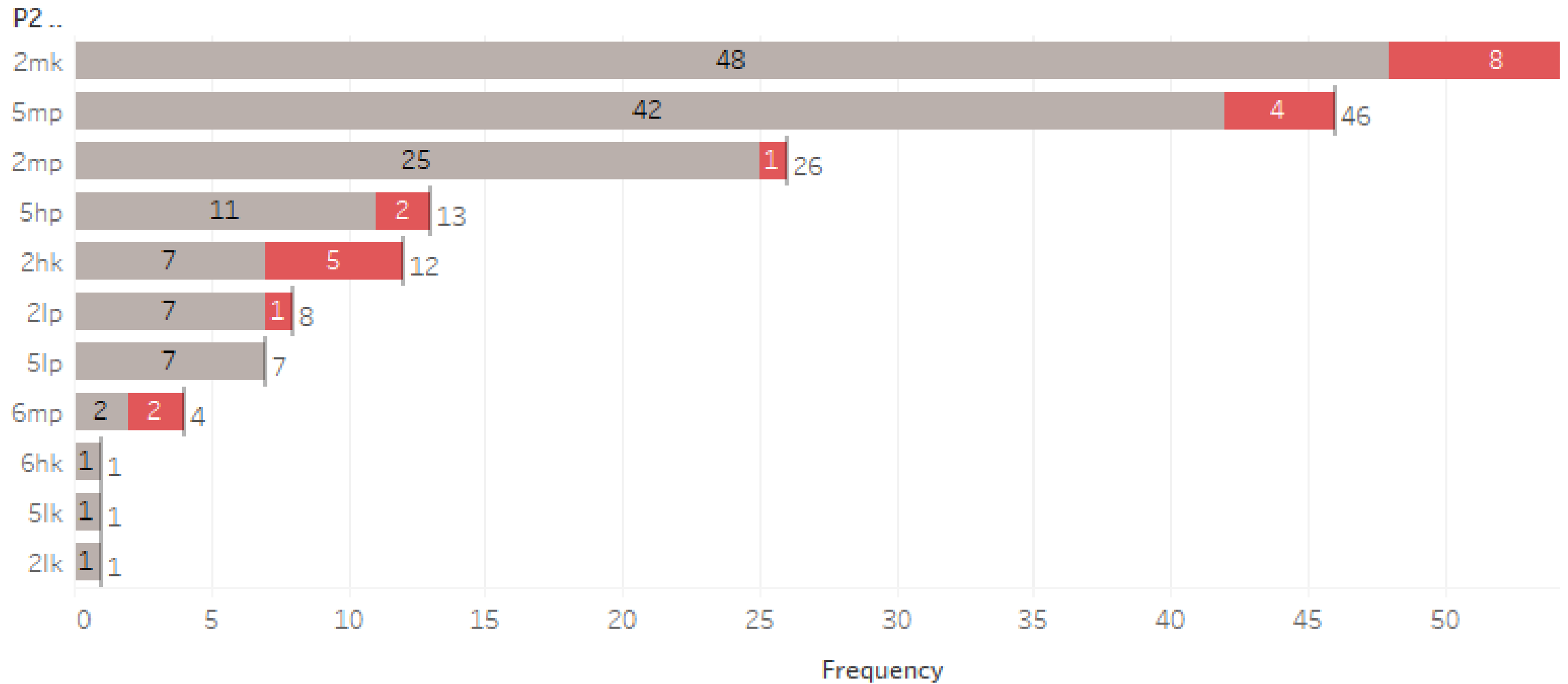


## P1 Whiffed Normals (Guile)

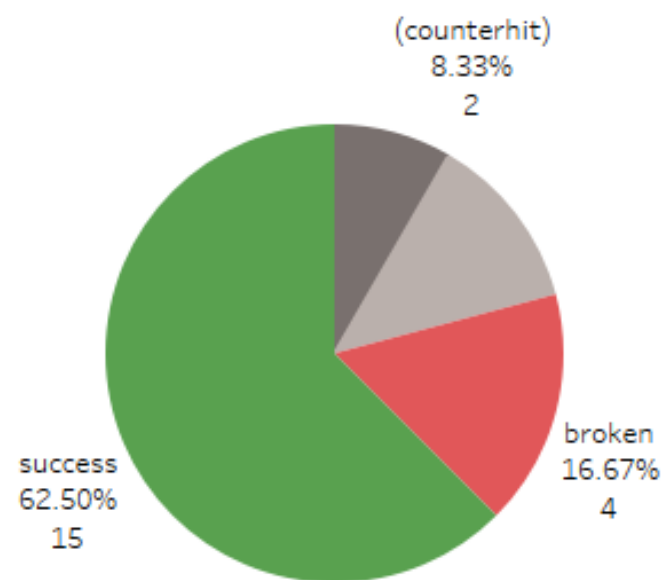




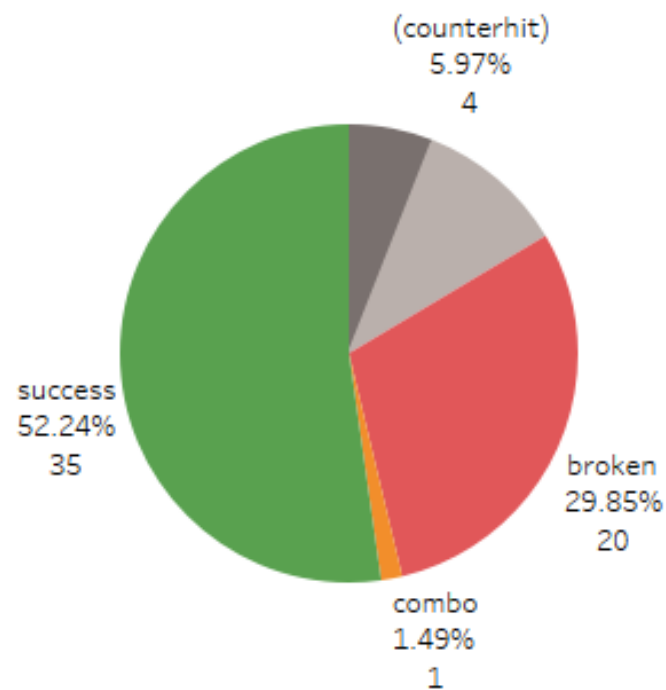
## P2 Whiffed Normals (Urien)



## P1 Throws (Guile)



## P2 Throws (Urien)



### Result

- (counterhit)
- whiff
- broken
- combo
- success

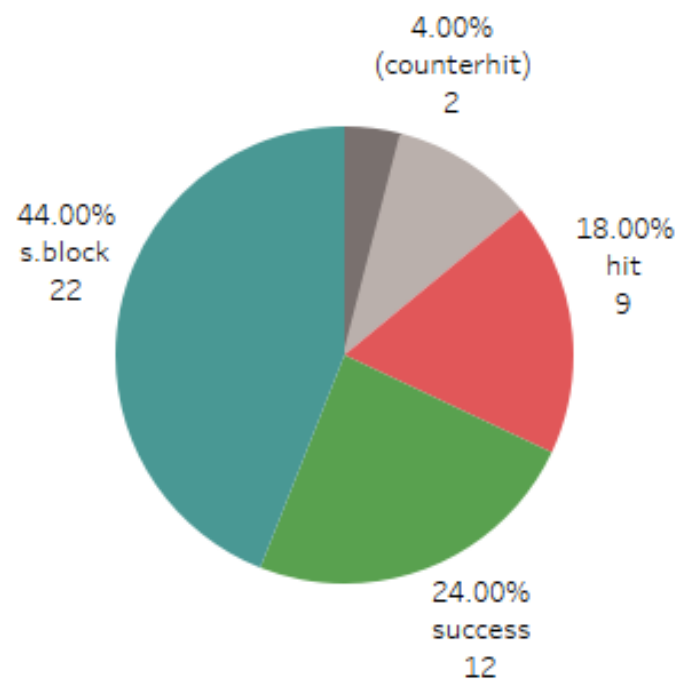
### P1 Throw Count

24

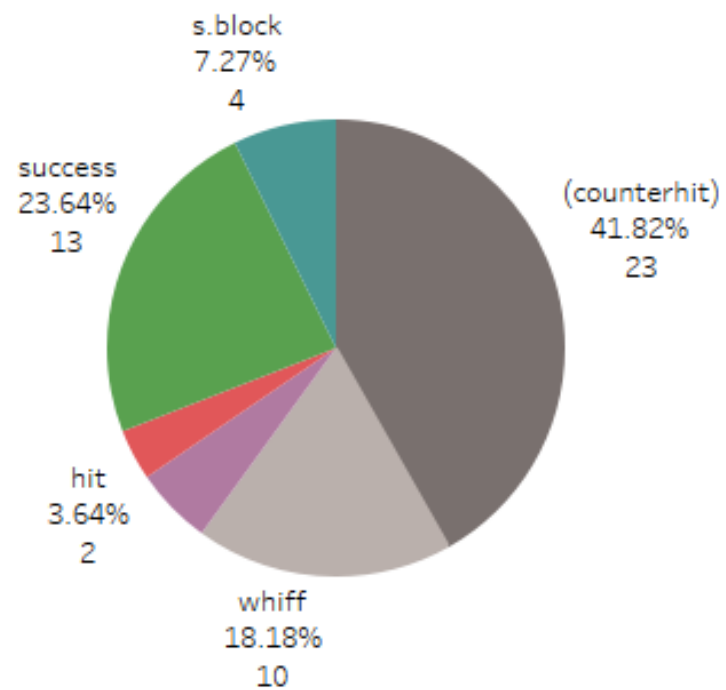
### P2 Throw Count

67

# P1 Jumps (Guile)



# P2 Jumps (Urien)



Result

- (counterhit)
- whiff
- trade
- hit
- success
- s.block

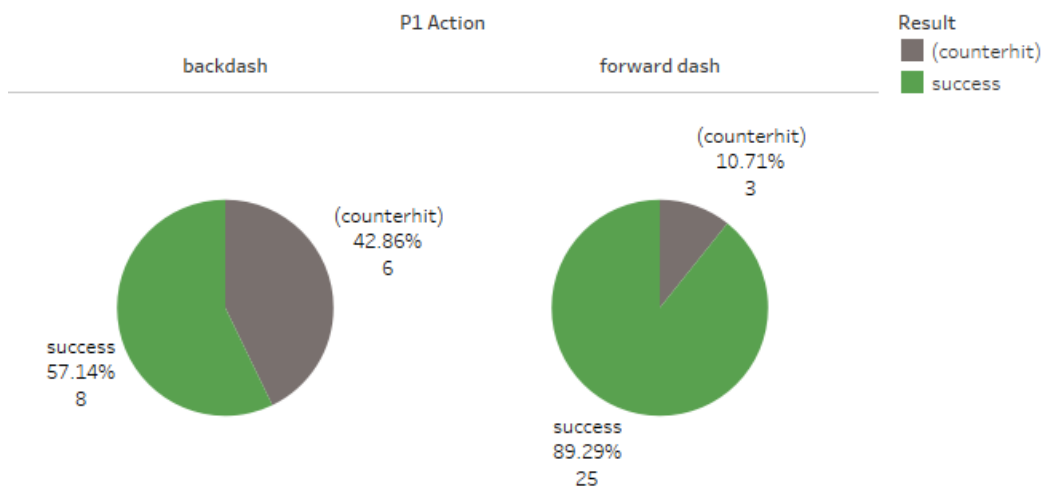
P1 Jump Count

50

P2 Jump Count

55

## P1 Dashes (Guile)



## P2 Dashes (Urien)

