Basic Menu Functions

Return to Character Select

Return to Main Menu

Button Configuration

Restore Default Settings

Options to Control CPU Player

Current Action: Standing, Crouching, Jumping, Other Controller

Blocking: No block, Blocking, Block first attack, Block after first attack

Set Reversal option

Recording Functions

Separate slots for computer actions

Reset Fight

Health Bar Options

Infinite (Health Bar refills when no damage is being taken, can never be reduced to 0)

Normal (Health Bar does not refill, when health is reduced to 0 the match resets)

Super Meter

Infinite (Super Meter is full by default and will quickly refill when depleted)

Normal (Super Meter is empty by default and must be filled normally)

Option to Switch Character/Element without having to back out to Character Select

Basic Information

Input display

Damage counter

Advanced Information

Show Hitboxes/Hurtboxes Option

Frame counter

Frame data

Adding functions based on order of importance and then feasibility

Necessary for Base

Basic Menu Functions

Options to Control CPU Player

Health and Super meter options

Reset Position

Basic Information

Additional tools

Advanced Information

Recording Functions

Set Reversal option

Switch Character/Element in Training Mode