TennisFightingGame Manual

Version 0.1

Game Modes

Singles

Text.

Doubles

Text.

Training

Text.

Characters

Character cheatsheet

Text.

Statistics

Text.

Attacks

Text.

Jorgito

Text.

Chino

Text.

Settings

Settings are located in a configuration file named TennisFightingGame.ini besides the executable.

Controls

Users input "actions" to their characters, with each action being bound to a certain key or button, depending on the input method.

List of actions and their uses in-match:

- Up: Up direction. Only useful for input motions
- Down: Down direction. Only useful for input motions
- Left: Left direction. Double tapping begins run
- Right: Right direction. Double tapping begins run
- Jump: Performs jump
- Light: Throws light attacks
- Medium: Throws medium attacks
- Heavy: Throws heavy attacks
- Turn: Turns around
- Start: End character selecion once all are ready and pause in-match

How to change bindings

You'll find a file named TennisFightingGame.ini in the same directory the executable is, which contains many other settings besides bindings.

The section "[PX InputMethod]", where X is the corresponding player index, determines which kind of input device a player uses. Currently, 0 is for keyboard and 1 is for XInput devices. Below, a section titled "Controls" for each player contains a binding for each of the possible actions, such as Left, Right, Jump, etc.

- Keyboard keys are represented by numbers correspoding to each key in C#'s Keys enum. To bind a certain key to a player's action, say, the spacebar to Player 1's Jump, find "Jump=" under the section titled "[P1 Controls]" and then look up the key code for spacebar in the reference, 32 in this case, and write it to the right of the "="
- Controller buttons work the same, except the corresponding number for each button are based on the [XNA's Buttons enum][buttons-enum].

Using up non-XInput controllers

TODO x360ce and alternatives.