

TennisFightingGame Manual

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Game Modes

Text.

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 selection 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 corresponding 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 C# reference (link to it lies in a comment within the configuration file), 32 in this case, and assign it to jump by writing it like this: “Jump=32”.
- Controller buttons work the same, except the corresponding number for each button are based on the XNA's `Buttons` enum (link also found in a comment within the configuration file).

Using up non-XInput controllers

TODO x360ce and alternatives.