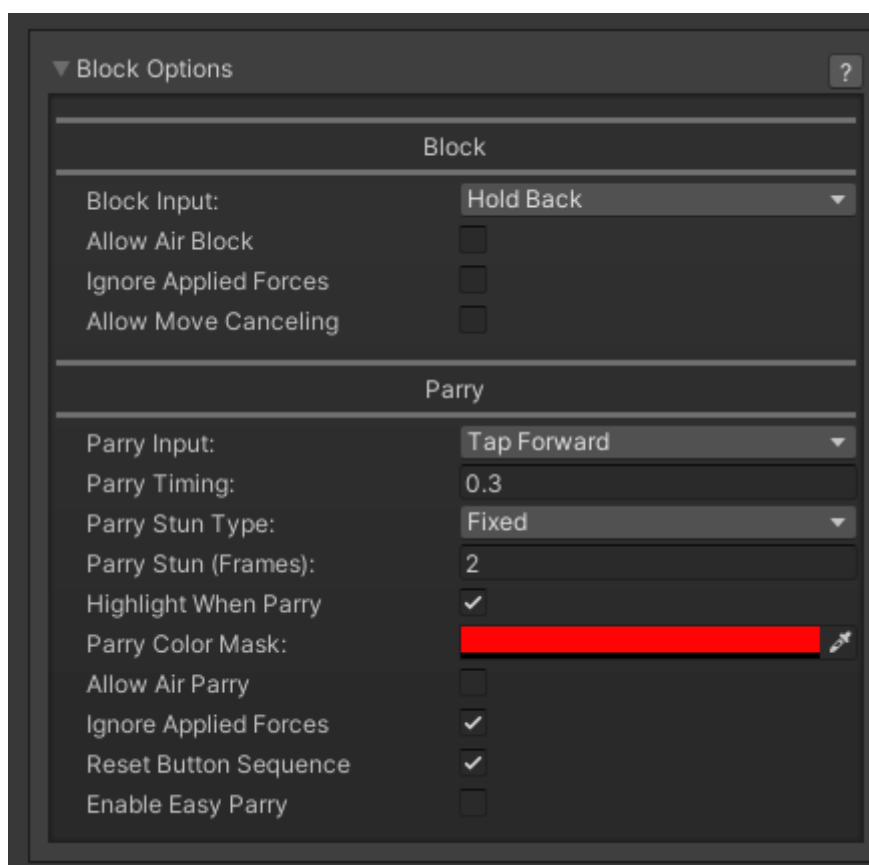# Block Options

Configure the blocking and parrying mechanics for your game.

Block

Block Input: Determines the input required to block (Default: None).

Allow Air Block: Enables blocking while in the air (Default: Disabled).

Ignore Applied Forces: Prevents the character from being pushed by hits while blocking (Default: Disabled).

Allow Move Canceling: Enables players to cancel into moves while blocking (Default: Disabled).

Parry

Parry Input: Determines the input required to execute a parry (Default: None).

Parry Timing: The window for successfully executing a parry. Lower values make it more

challenging. (Default: 0.3 seconds).

Parry Stun Type: Determines the stun effect when a parry occurs.

1. **Fixed:** A fixed number of frames for parry stun. (Default: Fixed)
2. **Block Stun Percentage:** Uses a percentage of the block stun for parry duration instead.

Parry Stun (Frames): Number of stun frames if using the Fixed stun type. (Default: 2).

Highlight When Parry: Toggles a visual highlight when a parry is successful (Default: Enabled).

1. **Parry Color Mask:** The color to flash when a parry is executed. (Default: Red).

Allow Air Parry: Enables parries while in the air (Default: Disabled).

Ignore Applied Forces: Prevents the character from being pushed by hits during a parry (Default: Disabled).

Reset Button Sequence: Resets the character's input buffer after executing a parry (Default: Disabled).

Enable Easy Parry: Makes it easier to parry by extending the parry window across multiple hits (Default: Disabled).

Code access:

``UFE.config.blockOptions``

Code example:

```
if (UFE.config.player1Character.currentLifePoints < 10){
    UFE.config.blockOptions.parryColor = Color.red;
}
```

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