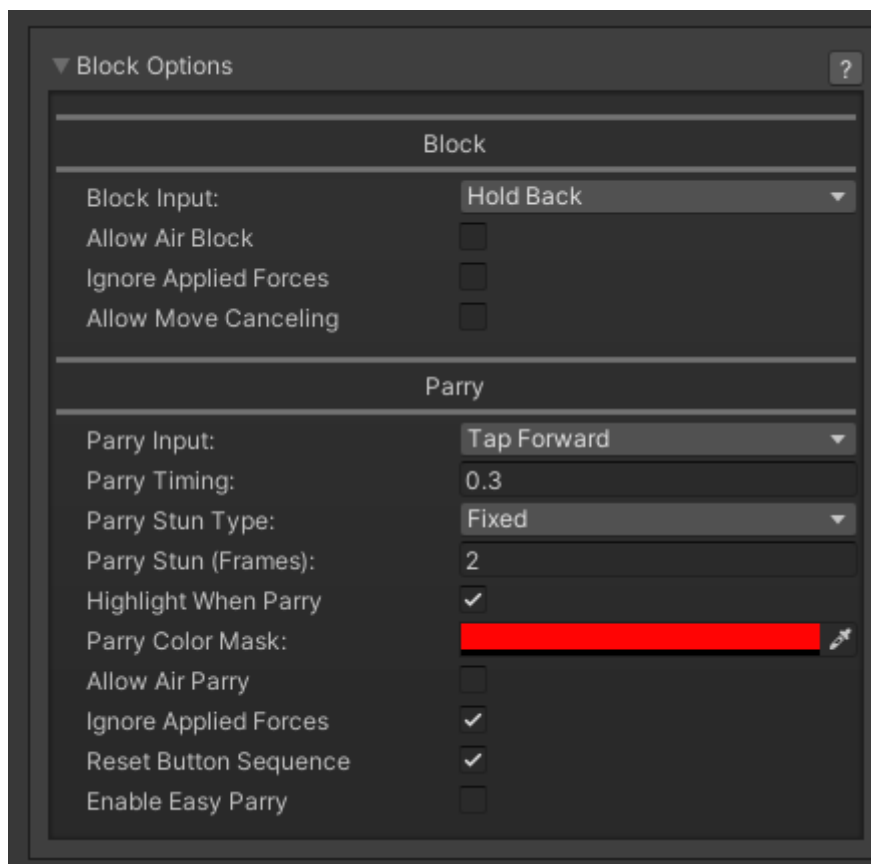


# Block Options

Set how combos and deterioration behave in your game.



## Block

**Block Input:** The selected game input for blocking.

**Allow Air Block:** If enabled, characters can block while in the air.

**Ignored Applied Forces:** If enabled, the character will not be pushed by the hit.

NOTE: Air Block mechanics works like in Marvel Vs series, not Street Fighter Alpha series.

## Parry

**Parry Input:** What input should the player “tap” to be able to parry (or “just block”) a hit.

**Parry Timing:** The lower the number, the harder it is to parry.

**Parry Stun Type:**

- **Fixed:** Choose the amount of fixed frames the parry animation will run for.
- **Block Stun Percentage:** Instead of a fixed value, the parry can be based off the amount of block stun the hit generates.

**Highlight When Parry:** Should a character flash to a new color when they parry?

**Parry Color Mask:** If highlight is toggled, the character will flash into this color for a split second when parrying.

**Allow Air Parry:** Whether or not characters can parry while in the air.

**Ignore Applied Forces:** If enabled, the character will not be pushed by the hit.

**Reset Button Sequence:** Removes the character's store button sequence after they parry.

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Code access:

UFE.config.blockOptions

Code example:

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

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