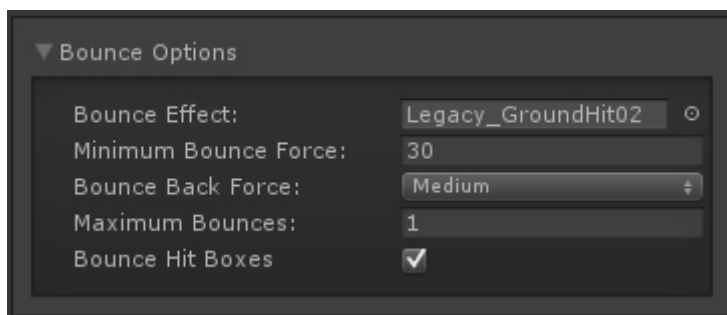# Bounce Options

Set rather or not a character will bounce off the ground if enough force is applied

Bounce Effect: A prefab with particle effects that is fired when the character bounces of the ground.

Minimum Bounce Force: The minimum force required to create a bounce

Bounce Back Force: How high will the character bounce

Maximum Bounces: The maximum bounces allowed before the character stops bouncing regardless of the force applied.

Bounce Hit Boxes: Will the character retain its hitboxes when bouncing or will it become invincible?

Code access:

UFE.config.bounceOptions

Code example:

```
void OnRoundBegins(int round){
    if (round == 2) UFE.config.bounceOptions.bounceForce = Sizes.High;
}
```

From:
http://www.ufe3d.com/ - **Universal Fighting Engine**

Permanent link:
http://www.ufe3d.com/doku.php/global:bounce?rev=1386658222

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