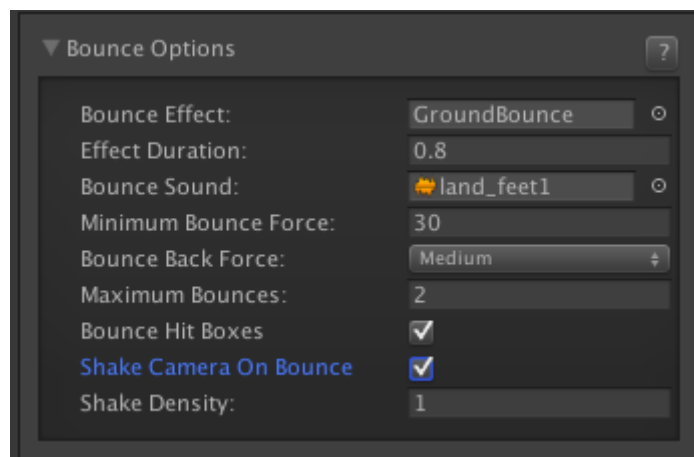


# Bounce Options

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.

**Effect Duration:** How long the bounce effect lasts.

**Bounce Sound:** Sound triggered when bounce is triggered.

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

**Bounce Back Force:** How high the character bounces.

**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?

**Shake Camera On Bounce:** Toggles if the camera should shake when a bounce is triggered.

**Shake Density:** How much “shake” is applied to the camera.

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Code access:

UFE.config.bounceOptions

Code example:

```
void OnRoundBegins(int round){  
    if (round == 2) UFE.config.bounceOptions.minimumBounceForce = 20;  
}
```

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From:

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

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