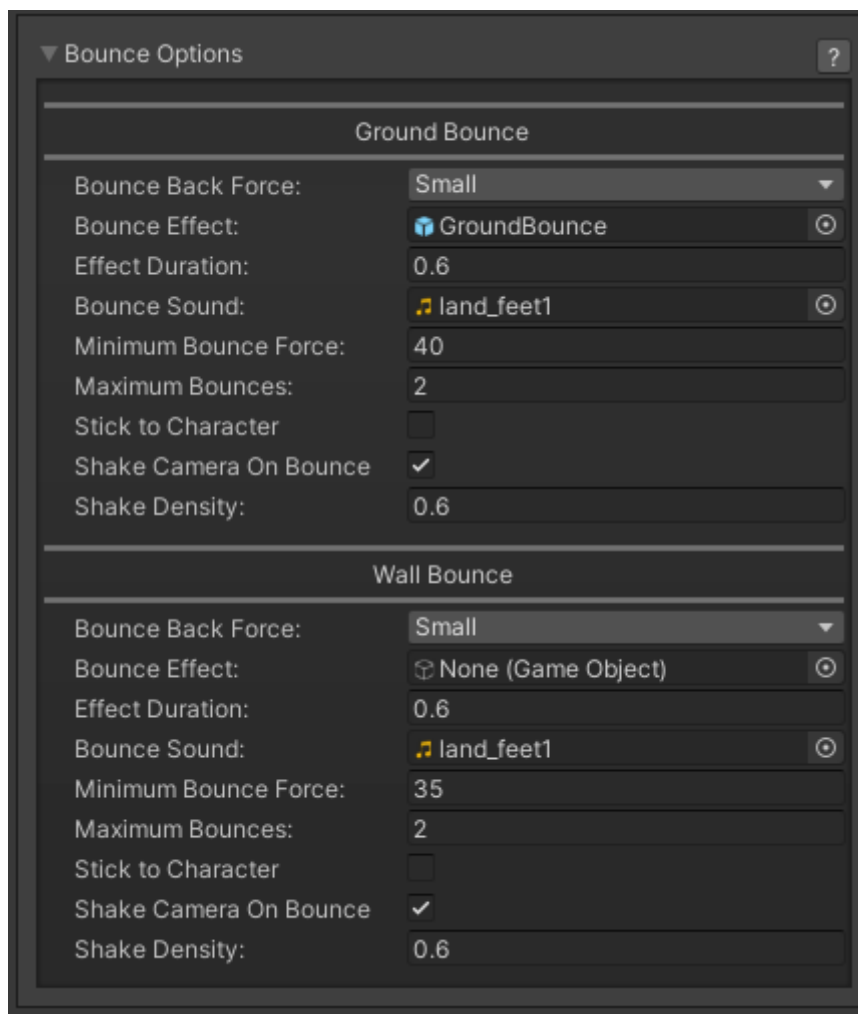


# Bounce Options

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



## Ground Bounce

**Bounce Back Force:** When bouncing off the ground, how much of the vertical force applied should the engine use to bounce back up? (None: Never ground bounce)

**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.

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

**Stick to Character:**

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

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

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## Wall Bounce

**Bounce Back Force:** When bouncing off the wall, how much of the horizontal force is applied back (None: Never wall bounce).

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

**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.

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

**Stick to Character:**

**Shake Camera On Bounce:** Toggles if the camera should shake when a wall 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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