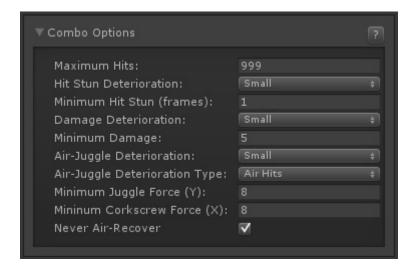# Combo Options

Set how combos and deterioration behave in your game.

Maximum Hits: The maximum amount of hits allowed in a combo before the character becomes invincible and drops on the ground.

Hit Stun Deterioration: The higher the hits in a combo, the harder it is to connect new hits. Currently, hit stun deterioration works similar to the Guilty Gear series. Soon more options will be added. A more detailed explanation can be found here.

Minimum Hit Stun (frames): Regardless of deterioration, the hit stun will never get lower than this value (in frames).

Damage Deterioration: The higher the hits in a combo, the less damage a hit will cause. For more details about damage scaling/deterioration can be found here.

Minimum Damage: Regardless of deterioration, the damage of each consecutive hit will never go lower than this value.

Air Juggle Deterioration: The higher the hits, the harder it is to juggle the character back into the air.

Minimum Juggle Force(Y): Regardless of deterioration, consecutive vertical forces applied during hit juggles will never go lower than this value.

Minimum Knock Back Force (X): If a player gets hit in the air with an horizontal force higher then this value, the `Get Hit Knock Back` animation is triggered. Set this value to 0 if you don't need this effect.

Never Air-Recover: If a character gets hit in the air they will always get a knock-down regardless of the hit stun applied.

Corner Counter Force: If a character is in the corner, attacks that would otherwise push them backwards push the attacker instead.

Code access:

UFE.config.comboOptions

Code example:

```
void OnHit(MoveInfo move, CharacterInfo hitter){
    if (hitter.currentGaugePoints > 100)
UFE.config.comboOptions.neverAirRecover = true;
}
```

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Last update: **2014/01/30 02:06**