Hit Effects Options

Define the effects and how each hit type behaves. These hit types can later on be used in your moves.

Hit Effect Group

- **Particle Effect:** A prefab with particle effects that is fired when the character gets hit by this hit type.
- **Effect Duration:** Time before effect prefab is destroyed.
- **Sound Effect:** What sound effect will be played when a move with this hit type hits.
- **Stick to Character:** If enabled, the effect prefab will follow the character.
- **Freezing Time:** The game will freeze for a very brief moment (in seconds) when a hit connects.

- **Auto Hit Stop:** When toggled it will use the freezing time value as a variant for both freezing the character being hit and the physics at play. Untoggle to use different variants (such as parry events).
- **Animation Speed (%):** When a hit confirms, the animation speed of both characters will be set for this value. By default, this is set to 0 (a complete freeze during the freezing time).
  Example: For a slow motion effect, set this to a value between 1 and 20%.
- **Shake Character On Hit:** During the freezing time, the character can shake very slightly giving a more convincing hit effect.
- **Shake Camera On Hit:** To make the hit more impacting, you can also set the camera to shake slightly during freezing time.
- **Shake Density:** How much shake will be applied to the camera and character during freezing time.
- **Restart Animation on Hit:**

Sort Layer on Hit (2D Only): If enabled, the sort layer will be set for the characters Sprite Renderer on Hit.

- **Foreground Layer:** The sort layer for the character that hits.
- **Background Layer:** The sort layer for the character that gets hit.

Code access:

UFE.config.hitOptions.weakHit

UFE.config.hitOptions.mediumHit

UFE.config.hitOptions.heavyHit

UFE.config.hitOptions.crumpleHit

UFE.config.hitOptions.blockHit

UFE.config.hitOptions.parryHit

UFE.config.hitOptions.customHit1

UFE.config.hitOptions.customHit2

UFE.config.hitOptions.customHit3

Code example:

```
void OnNewAlert(string alertMsg, CharacterInfo player){
    if (alertMsg == UFE.config.selectedLanguage.fight) {
        UFE.config.hitOptions.crumpleHit.shakeDensity = .1f;
    }
}
```

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Last update: **2022/08/03 00:59**