

Hit Effects Options

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



Particle Effect: A prefab with particle effects that is fired when the character gets hit by this hit type.

Effect Kill Time: How long this effect will last on the screen.

Sound Effect: What sound effect will be played when a move with this hit type hits.

Freezing Time: The game will freeze for a very brief moment (in seconds) when a hit connects.

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.

Code Access:

`UFE.config.hitOptions.weakHit`

`UFE.config.hitOptions.mediumHit`

`UFE.config.hitOptions.heavyHit`

`UFE.config.hitOptions.crumpleHit`

`UFE.config.hitOptions.customHit1`

`UFE.config.hitOptions.customHit2`

`UFE.config.hitOptions.customHit3`

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

Permanent link:
<http://www.ufe3d.com/doku.php/global:hiteffects?rev=1386649753>

Last update: **2013/12/09 23:29**



