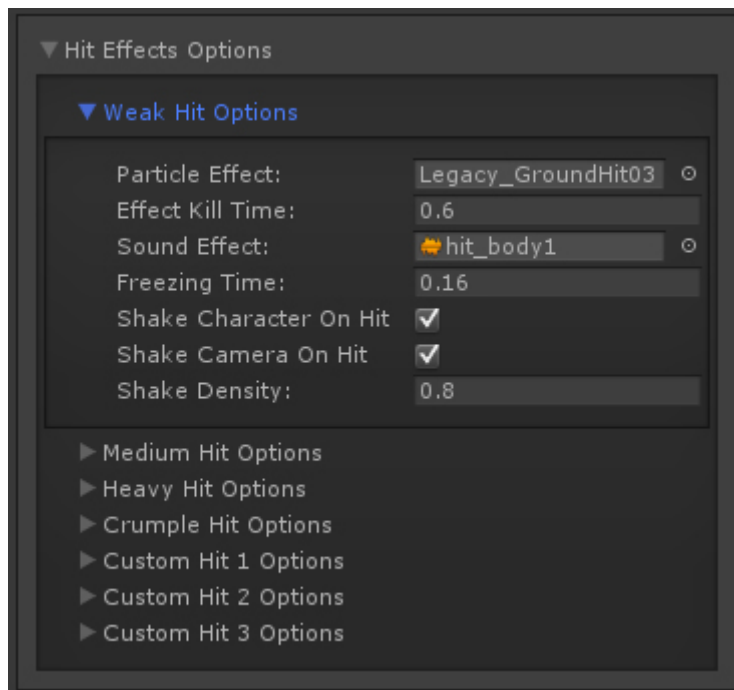# Hit Effects Options

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

Code example:

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

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