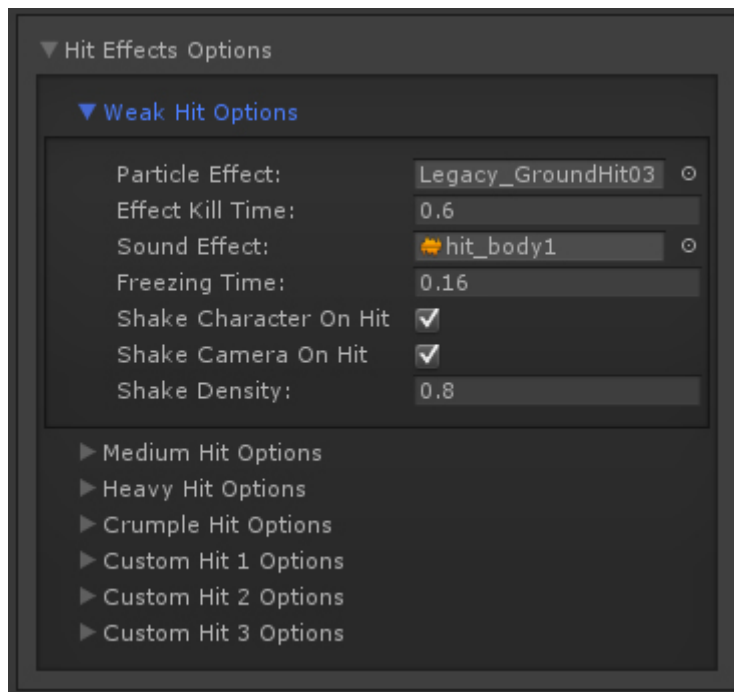


# Hit Effects Options

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



**Restart Animation on Hit:** If toggled on, every consecutive hit after the first one will restart the hit animation.

**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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