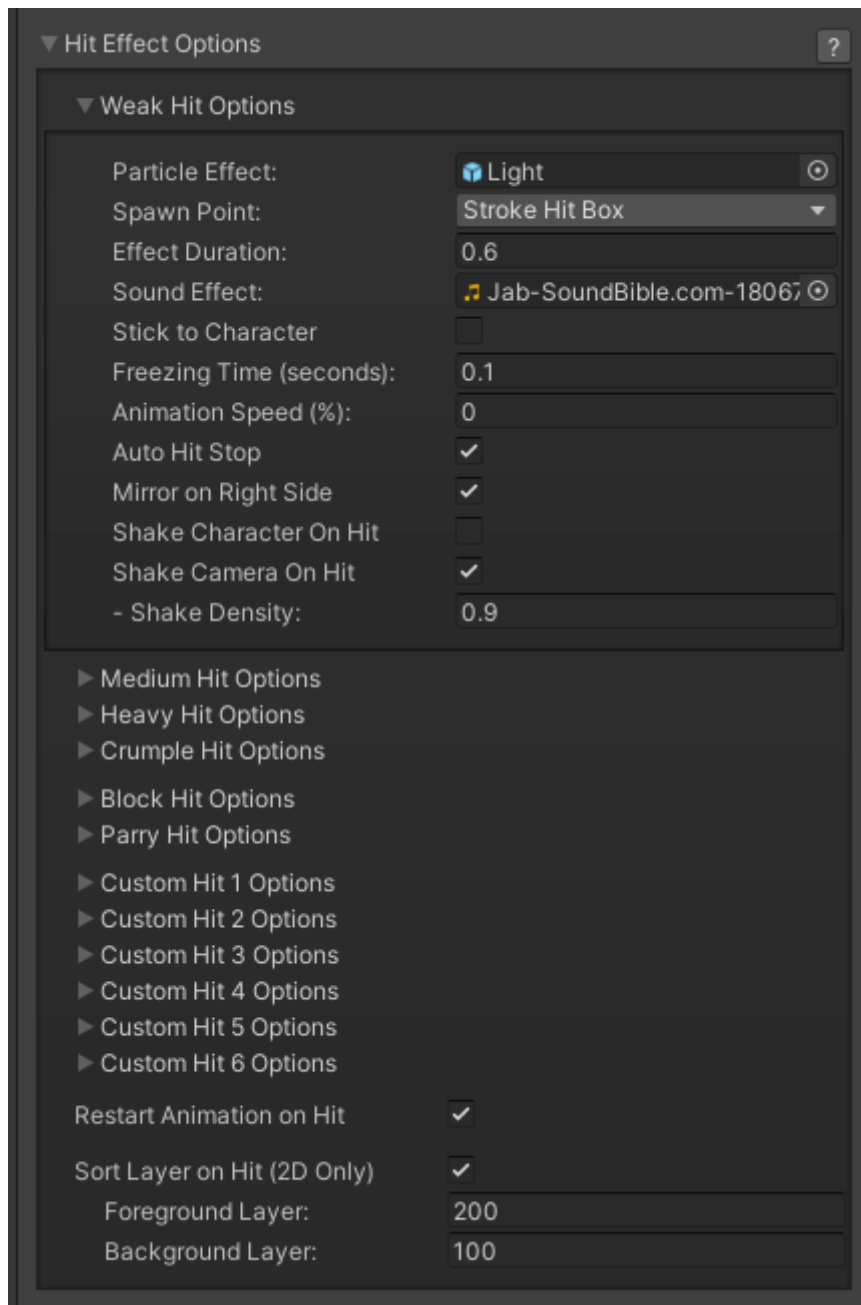# Hit Effects Options

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.

Animation Deceleration Effect: Sets deceleration of hit stun animation to look more natural.

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.

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

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.

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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