Hit Effects Options

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

	?
Weak Hit Options	
Particle Effect: Spawn Point: Effect Duration: Sound Effect: Stick to Character Freezing Time (seconds): Animation Speed (%): Auto Hit Stop Mirror on Right Side	 Light ○ Stroke Hit Box ▼ 0.6 Jab-SoundBible.com-18067 ○ 0.1 0 ✓ ✓
Shake Character On Hit Shake Camera On Hit - Shake Density:	✓ 0.9
 Medium Hit Options Heavy Hit Options Crumple Hit Options Block Hit Options Parry Hit Options 	
 Custom Hit 1 Options Custom Hit 2 Options Custom Hit 3 Options Custom Hit 4 Options Custom Hit 5 Options Custom Hit 6 Options 	
Restart Animation on Hit	~
Sort Layer on Hit (2D Only) Foreground Layer:	✓ 200
Background Layer:	100

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.

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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