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# **Knock Down Options**

Set how your game behave when a character is in knockdown. Each option represents a different knockdown type.

▼ Knock Down Options	
▼ Default Knockdown	
Knockout Time:	0.5
Stand Up Time:	0.3
Knockdown Hit Boxes	0.3
Allow Quick Stand	
Allow Delayed Stand	
▼ High Knockdown	
Knockout Time:	1.2
Stand Up Time:	0.3
Knockdown Hit Boxes	
Allow Quick Stand	
Allow Delayed Stand	
Predefined Push Force:	
x 0	Y 0
▼ Mid Knockdown	
Knockout Time:	1.2
Stand Up Time:	0.6
Knockdown Hit Boxes	
Allow Quick Stand	
Allow Delayed Stand	
Predefined Push Force: X 0	Υ 0
X U	Y U
▼ Sweep Knockdown	
▼ Sweep Knockdown  Knockout Time:	0.6
Knockout Time:	0.6
Knockout Time: Stand Up Time:	
Knockout Time: Stand Up Time: Knockdown Hit Boxes	
Knockout Time: Stand Up Time: Knockdown Hit Boxes Allow Quick Stand	
Knockout Time: Stand Up Time: Knockdown Hit Boxes Allow Quick Stand Allow Delayed Stand	
Knockout Time: Stand Up Time: Knockdown Hit Boxes Allow Quick Stand	
Knockout Time: Stand Up Time: Knockdown Hit Boxes Allow Quick Stand Allow Delayed Stand Predefined Push Force: X 8	0.4
Knockout Time: Stand Up Time: Knockdown Hit Boxes Allow Quick Stand Allow Delayed Stand Predefined Push Force: X 8	0.4 
Knockout Time: Stand Up Time: Knockdown Hit Boxes Allow Quick Stand Allow Delayed Stand Predefined Push Force: X 8  ▼ Crumple Knockdown Knockout Time:	0.4 
Knockout Time: Stand Up Time: Knockdown Hit Boxes Allow Quick Stand Allow Delayed Stand Predefined Push Force: X 8  ▼ Crumple Knockdown  Knockout Time: Stand Up Time:	0.4 
Knockout Time: Stand Up Time: Knockdown Hit Boxes Allow Quick Stand Allow Delayed Stand Predefined Push Force: X 8  ▼ Crumple Knockdown Knockout Time:	0.4 
Knockout Time: Stand Up Time: Knockdown Hit Boxes Allow Quick Stand Allow Delayed Stand Predefined Push Force: X 8  ▼ Crumple Knockdown  Knockout Time: Stand Up Time:	0.4 
Knockout Time: Stand Up Time: Knockdown Hit Boxes Allow Quick Stand Allow Delayed Stand Predefined Push Force: X 8  Crumple Knockdown  Knockout Time: Stand Up Time: Hide Hit Boxes	0.4 
Knockout Time: Stand Up Time: Knockdown Hit Boxes Allow Quick Stand Allow Delayed Stand Predefined Push Force: X 8  Crumple Knockdown  Knockout Time: Stand Up Time: Hide Hit Boxes  Wall Bounce Knockdown	0.4 
Knockout Time: Stand Up Time: Knockdown Hit Boxes Allow Quick Stand Allow Delayed Stand Predefined Push Force: X 8  Crumple Knockdown  Knockout Time: Stand Up Time: Hide Hit Boxes  Wall Bounce Knockdown  Knockout Time: Stand Up Time:	0.4  Y 12  1 1
Knockout Time: Stand Up Time: Knockdown Hit Boxes Allow Quick Stand Allow Delayed Stand Predefined Push Force: X 8  Crumple Knockdown  Knockout Time: Stand Up Time: Hide Hit Boxes  Wall Bounce Knockdown  Knockout Time: Stand Up Time: Knockdown Hit Boxes	0.4  Y 12  1 1
Knockout Time: Stand Up Time: Knockdown Hit Boxes Allow Quick Stand Allow Delayed Stand Predefined Push Force: X 8  ▼ Crumple Knockdown  Knockout Time: Stand Up Time: Hide Hit Boxes  ▼ Wall Bounce Knockdown  Knockout Time: Stand Up Time: Hide Hit Boxes  ▼ Wall Bounce Knockdown	0.4  Y 12  1 1
Knockout Time: Stand Up Time: Knockdown Hit Boxes Allow Quick Stand Allow Delayed Stand Predefined Push Force: X 8  ▼ Crumple Knockdown  Knockout Time: Stand Up Time: Hide Hit Boxes  ▼ Wall Bounce Knockdown  Knockout Time: Stand Up Time: Hide Hit Boxes	0.4  Y 12  1 1
Knockout Time: Stand Up Time: Knockdown Hit Boxes Allow Quick Stand Allow Delayed Stand Predefined Push Force: X 8  ▼ Crumple Knockdown  Knockout Time: Stand Up Time: Hide Hit Boxes  ▼ Wall Bounce Knockdown  Knockout Time: Stand Up Time: Hide Hit Boxes	0.4  Y 12  1 1 1 0.7 0.3
Knockout Time: Stand Up Time: Knockdown Hit Boxes Allow Quick Stand Allow Delayed Stand Predefined Push Force: X 8  ▼ Crumple Knockdown  Knockout Time: Stand Up Time: Hide Hit Boxes  ▼ Wall Bounce Knockdown  Knockout Time: Stand Up Time: Hide Hit Boxes	0.4  Y 12  1 1

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**Default Knockdown:** When a character gets hit of the air, once they hit the ground, these options are applied.

**High Knockdown:** When a character gets hit with a High Knockdown hit type, these options are applied.

**Mid Knockdown:** When a character gets hit with a High-Low Knockdown hit type, these options are applied.

**Sweep Knockdown:** When a character gets hit with a Sweep Knockdown hit type, these options are applied.

**Crumple Knockdown:** When a character gets hit by a Crumple hit strength, these options are applied.

**Wall Bounce Knockdown:** When a character gets hit by a Wallbounce that knocks the character out, these options are applied.

# **Options**

**Knock Out Time:** How long the character stays on the ground after being knocked out.

**Stand Up Time:** How long will the related "stand up" animation play for.

**Knockdown Hit Boxes:** Should the character have hitboxes or be invincible while down?

**Allow Quick Stand:** If toggled on, when the selected buttons are pressed the character will stand up quicker.

**Allow Delayed Stand:** If toggled on, when the selected buttons are held down the character will stay out a little longer.

**Predefined Push Force:** Some knockdown options must have a predefined push force applied so you can sync the animation up when these physics are applied into the game.

#### **Notes:**

- Crumple Knockdown time is defined by the hit stun applied during the hit.
- While in Crumple state the character will retain its hitboxes, but be invincible while standing up from it. Toggling "Stand Up Hit Boxes" will have their hitboxes exposed.
- If any vertical forces are applied during a crumple hit, the character flies off into a knock back animation. If no animation is set it uses the default Get Hit Air.

### Code access:

UFE.config.knockDownOptions.air

UFE.config.knockDownOptions.high

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UFE.config.knockDownOptions.highLow

UFE.config.knockDownOptions.sweep

UFE.config.knockDownOptions.crumple

Code example:

```
void OnRoundBegins(int round) {
    if (round == 3) UFE.config.knockDownOptions.sweep.knockedOutHitBoxes =
    true;
}
```

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