Knock Down Options

Set how your game behave when a character is knock-down

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

Get Up Time: How long will the “get up” animation plays for.

Knocked Out Hit Boxes: Should the character have hitboxes or be invincible while out?

Code Access: `UFE.config.knockedOutHitBoxes`

From:
http://www.ufe3d.com/ - **Universal Fighting Engine**

Permanent link:
http://www.ufe3d.com/doku.php/global:knockdown?rev=1386649082

Last update: **2013/12/09 23:18**