2025/05/01 18:39 1/2 Knock Down Options

Knock Down Options

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

∨ Knock Down Options	
▼ Default Knockdown	
Knockout Time: Stand Up Time: Knockdown Hit Boxes Allow Quick Stand Allow Delayed Stand	1.6
√ High Knockdown	
Knockout Time: Stand Up Time: Knockdown Hit Boxes Allow Quick Stand Allow Delayed Stand Predefined Push Force: X 0	2 0.6 Y 0
⊳ High-Low Knockdown ⊳ Sweep Knockdown ⊽ Crumple Knockdown	
Stand Up Time: Stand Up Hit Boxes	0.6

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.knockDownOptions

From:

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

Permanent link:

http://www.ufe3d.com/doku.php/global:knockdown?rev=1386649101

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