

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.knockDownOptions

Code example:

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

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

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