

# Knock Down Options

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



**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.

**High-Low 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.

## Options

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

**Stand Up Time:** How long will the related “stand up” animation plays for.

**Stand Up Hit Boxes:** Should the character have hitboxes or be invincible while out?

**Allow Quick Stand:** If toggled on, when the selected buttons are pressed the character will stand up quicker (not functional yet).

**Allow Delayed Stand:** If toggled on, when the selected buttons are held down the character will stay out a little longer (not functional yet).

**Predefined Push Force:** Some knockdown options must have a predefined push force applied so you can make it look right when these physics are applied into the game.

### Notes:

- Crumple Knockdown time is defined by the hit stun applied during the hit.
- If any vertical forces are applied during a crumple hit, the character flies off into a corkscrew animation. If no animation is set it uses the default `Get Hit Air`.

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Code access:

`UFE.config.knockDownOptions`

Code example:

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

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