

# 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

☐

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

Y 0

▼ Sweep Knockdown

Knockout Time:

0.6

Stand Up Time:

0.4

Knockdown Hit Boxes

☐

Allow Quick Stand

☐

Allow Delayed Stand

☐

Predefined Push Force:

X 8

Y 12

▼ Crumple Knockdown

Knockout Time:

1

Stand Up Time:

1

Hide Hit Boxes

☒

▼ Wall Bounce Knockdown

Knockout Time:

0.7

Stand Up Time:

0.3

Knockdown Hit Boxes

☐

Allow Quick Stand

☐

Allow Delayed Stand

☐

Predefined Push Force:

X 0

Y 0

**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.

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## 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 (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 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.

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Code access:

`UFE.config.knockDownOptions.air`

`UFE.config.knockDownOptions.high`

`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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