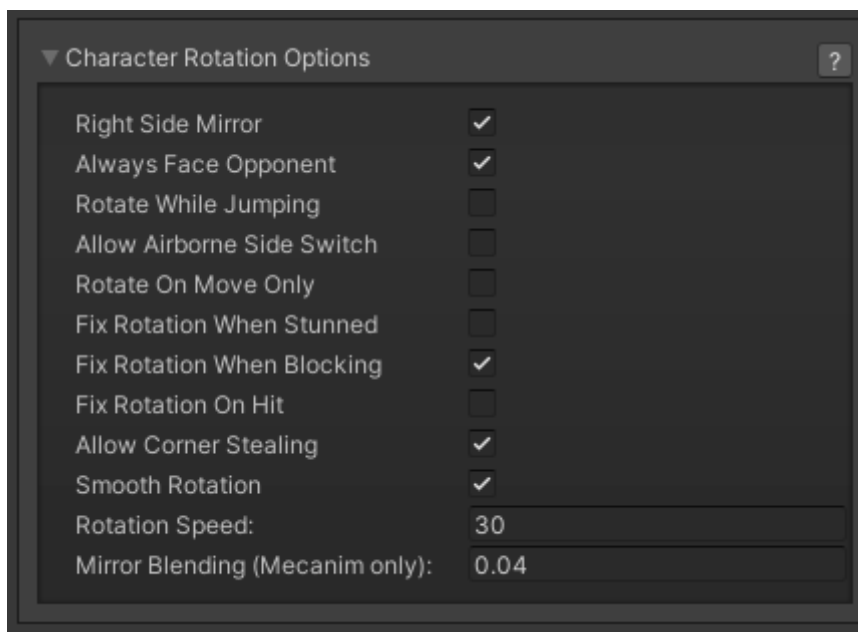


Character Rotation Options

Change how the characters should rotate when switching sides.



Right Side Mirror: If enabled, characters will automatically invert their position on screen. By default, characters also rotate. Disable this option to have the character face differently depending on the side they are on.

Rotate While Jumping: If enabled, characters will rotate immediately during jump when switching sides.

Allow Airborne Side Switch:

Rotate On Move Only: If enabled, characters will remain facing the opposing direction if no button is pressed (similar to Mortal Kombat 9 and Injustice: Gods Among Us)

Fix Rotation When Stunned: If enabled, characters will automatically fix their rotation, even when stunned.

Fix Rotation When Blocking: If enabled, characters will automatically fix their rotation even when blocking.

Fix Rotation On Hit: If enabled, characters will automatically fix their rotation *the moment* they get hit.

Allow Corner Stealing:

Smooth Rotation:

- **Rotation Speed:** How fast should the characters rotate when switching sides.

Mirror Blending (Mecanim Only): If mirror is toggled and Mecanim Control 2.0 is being used, how fast will the blending between the animations will be. Mecanim Control 2.0 is available under

“Scripts/MecaimControl2.zip” (warning: currently [Mecanim Control 2.0](#) cannot be compiled into builds. Make sure you know what you are doing!)

Code access:

UFE.config.characterRotationOptions

Code example:

```
void OnRoundEnds(CharacterInfo winner, CharacterInfo loser){  
    // Make sure my outro animation runs with the character facing the  
    screen.  
    UFE.config.characterRotationOptions.autoMirror = true;  
}
```

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From:

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

Permanent link:

<http://www.ufe3d.com/doku.php/global:rotation?rev=1659494842>

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