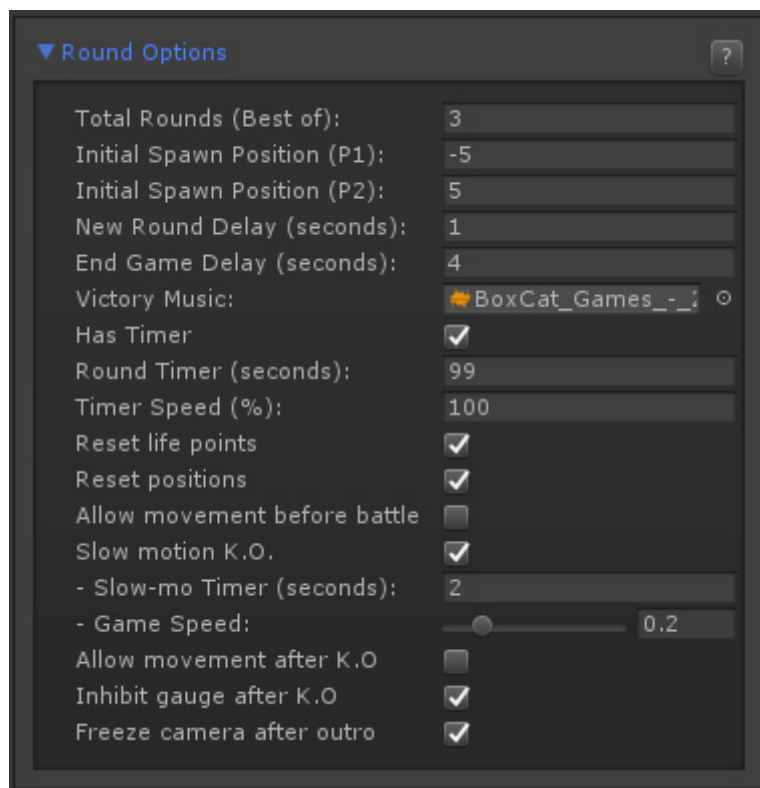


# Round Options

Here you can set several different options to how the rounds and end game should behave.



**Total Rounds (Best of):** The number of rounds a match can have. 3 matches = who ever wins 2 wins the game.

**Initial Ground Position (P1/P2):** The initial position in the field where this character will spawn.

**Delay before end game:** How long should the game wait until it declares the winner of a game

**Victory Music:** The music that will be played once the match is over.

**Round Timer (seconds):** Round Timer.

**Reset life points:** Should the life points of both players reset at the beginning of each round?

**Reset positions:** Should the position of both players reset to the initial ground position at the beginning of each round?

**Allow movement before battle:** Should the players be allowed to move before the round start? (example: Marvel vs Capcom series/Killer Instinct)

**Slow motion K.O.:** Toggles the slow motion when a round ends.

**Freeze camera after outro:** Freezes the camera so it doesn't return to the original position after the winner's outro animation has played.

Code Access: `UFE.config.roundOptions`

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From:

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

Permanent link:

<http://www.ufe3d.com/doku.php/global:round?rev=1386645163>

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