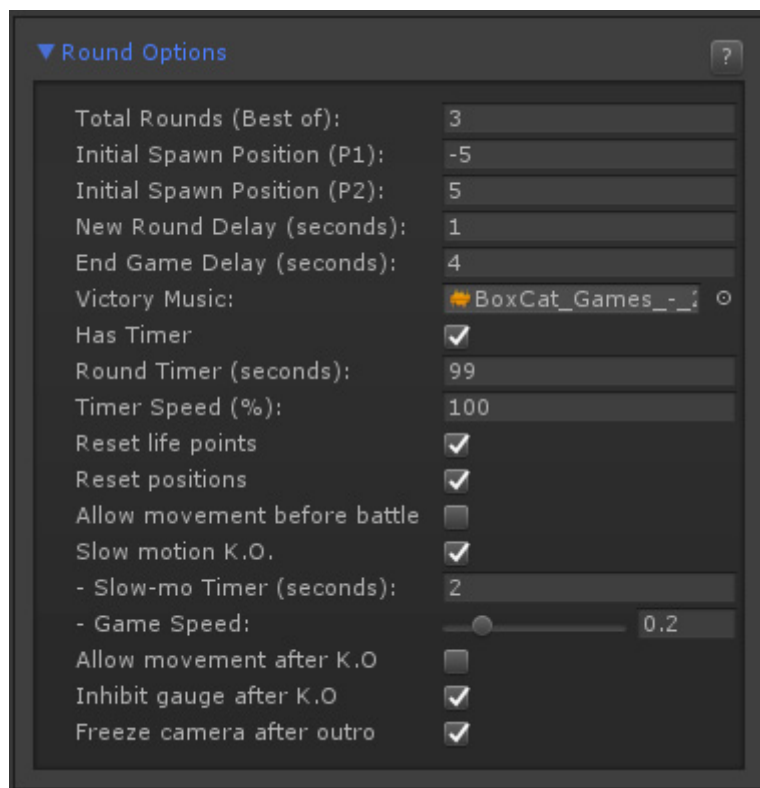


Round Options

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.

Has Timer: Rather or not the game has a timer.

Round Timer (seconds): Round Timer in seconds.

Timer Speed (%): How fast the timer runs (100% = 1 tic per second).

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`

Code example:

```
void OnGameBegins(CharacterInfo player1, CharacterInfo player2, StageOptions stage){  
    UFE.config.roundOptions.allowMovement = false;  
}
```

[< Back to Global Editor](#)

From:

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

Permanent link:

<http://www.ufe3d.com/doku.php/global:round?rev=1393897042>

Last update: **2014/03/03 20:37**

