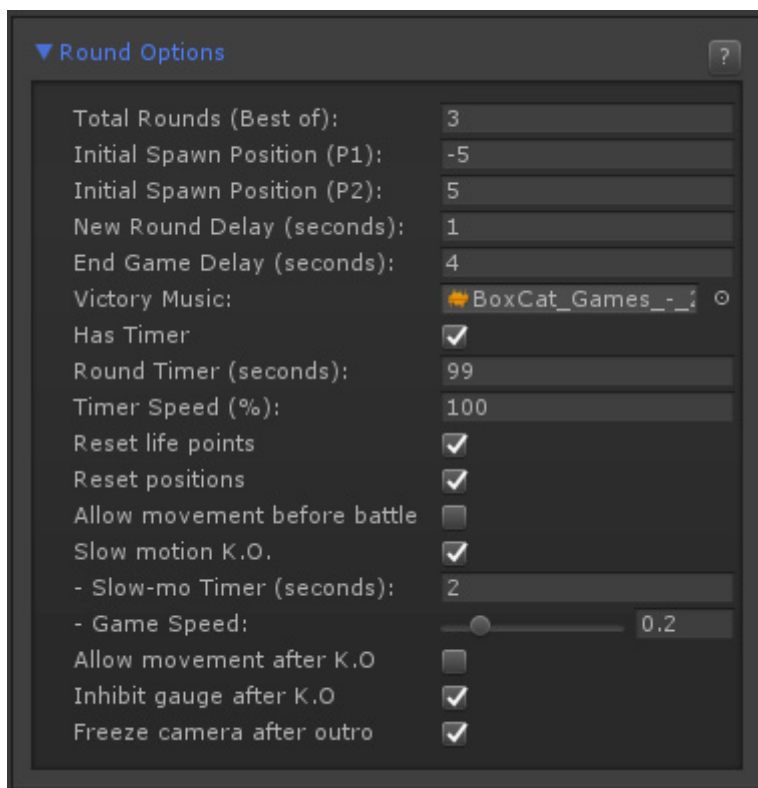


# Round Options

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

**New Round Delay (seconds):** Delay before new round starts.

**End Game Delay (seconds):** 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:** If off, the timer is disabled.

**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.

**Slow motion K.O. Timer (seconds):** Duration of the Slow Mo K.O.

**Slow motion Game Speed:** How slow is the slow-Mo K.O.

**Allow movement after K.O.:** Should the character move in between the rounds? (after K.O.)

**Inhibit gauge after K.O.:** Should the character gain/lose meter after K.O.?

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

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Code access:

UFE.config.roundOptions

Code example:

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

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