

Round Options

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

▼ Round Options

Round Settings

Total Rounds (Best of):

1

Has Timer

☒

Round Timer (seconds):

140

Timer Speed (%):

100

Start Match

Start Fight Delay (seconds):

2

Delay before intro (seconds):

0.6

Play intros at same time

☒

Start Round

Spawn Position (P1):

X -1.25

Y 0

Z 0

Spawn Position (P2):

X 1.25

Y 0

Z 0

Allow movement before battle

☐

End Round

Slow motion K.O.

☒

- Slow-mo Timer (seconds):

2

- Game Speed:

0.2

New Round Delay (seconds):

1

Apply min. juggle force on last hit

☒

Allow movement after K.O.

☒

Inhibit gauge after K.O.

☒

Reset life points

☒

Reset positions

☐

End Match

End Game Delay (seconds):

10

After Battle Menu Delay (seconds):

3.2

Allow finishing move after K.O.

☒

- Dizzy Time (seconds):

4

Freeze camera after outro

☒

Victory Music:

None (Audio Clip)

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.

After Battle Menu Delay (seconds):

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.

Play intros at same time: If enabled, character intros will be played at the same time.

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.?

Rotate body after K.O.: Should the character rotate 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.

Code access:

UFE.config.roundOptions

Code example:

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

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