Round Options

Here you can configure the behavior of rounds and matches, including settings for timers, positions, and other mechanics.

Round Settings

Total Rounds (Best of): Number of rounds required to win the match. (Default: 3)

Has Timer: Enables the round timer.

- **Round Timer (seconds):** Duration of the timer for each round. (Default: 99)
- **Timer Speed (%):** Speed of the timer, where 100% equals 1 second per tick. (Default: 100)

Start Match

Start Fight Delay (seconds): Delay before the fight begins. (Default: 2)

Delay before intro (seconds): Delay before intros play. (Default: 0.1)

Play intros at same time: Enables simultaneous playback of character intros. (Default: Disabled)

Start Round

Spawn Position (P1): Starting position of Player 1 on the field. (Default: X: -5, Y: 0, Z: 0)

Spawn Position (P2): Starting position of Player 2 on the field. (Default: X: 5, Y: 0, Z: 0)

Allow movement before battle: Enables player movement before the round starts. (Default: Disabled)

End Round

Slow motion K.O.: Toggles slow-motion effects on knockout. (Default: Enabled)

- **Slow-mo Timer (seconds):** Duration of the slow-motion effect. (Default: 2)
- **Game Speed:** Speed of the slow-motion effect, where 1 is normal speed. (Default: 0.2)

New Round Delay (seconds): Delay before the next round starts. (Default: 1)

Apply min. juggle force on last hit: Adds minimum juggle force to the final hit of the round. (Default: Disabled)

Allow movement after K.O.: Enables movement after a knockout. (Default: Disabled)

Inhibit gauge after K.O.: Disables gauge gain after a knockout. (Default: Enabled)

Reset life points: Resets life points at the start of a new round. (Default: Enabled)

Reset positions: Resets player positions at the start of a new round. (Default: Enabled)

End Match

End Game Delay (seconds): Delay before declaring the match winner. (Default: 4)

After Battle Menu Delay (seconds): Delay before showing the menu after the match ends. (Default: 3.5)

Allow finishing move after K.O.: Enables finishing moves after a knockout. (Default: Disabled)

- **Dizzy Time (seconds):** Duration of the dizzy state for finishing moves. (Default: 4)

Freeze camera after outro: Keeps the camera position static after the outro animation. (Default: Enabled)

Victory Music: Audio clip to play after winning a match. (Default: None)

Code Access:

``UFE.config.roundOptions``

Code Example:

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

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