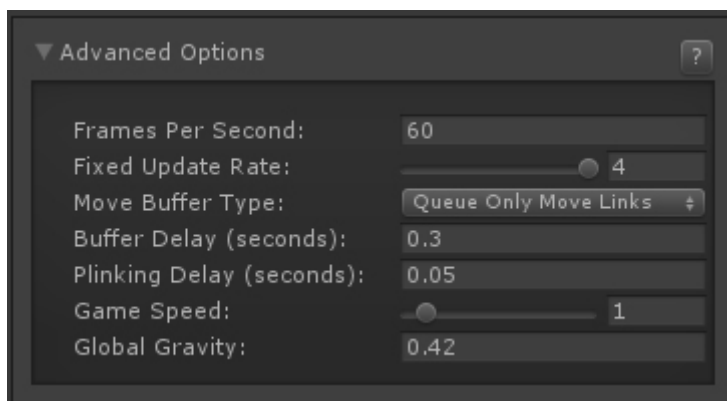


Advanced Options

These options are very delicate. Make sure you know what you are doing before editing this!



Animation Flow: Sets rather or not the animation should be controlled by the frame rate or by Unity's own animation engine.

- **More Precision:** The animation is controlled by frame rate (recommended)
- **Smoother:** Unity controls the animation flow, making it look smoother. Don't use it if you have animations and moves that are too fast (below 1 second)

Frames Per Second: By default, Fighting Games run at 60 fps. You can however change this here. Be careful, as low frame rate will not work well with fast gameplay.

Execution Delay (seconds): Sometimes, to create a smooth control experience, fighting games often offer a way to “store” a move execution for a split of a second while another move is in motion. This is extremely useful for easing the combo timing and linkers between moves. The higher the value, the earlier you can queue up a move while another is being played. This variable only refers to [Chain Moves](#).

Plinking Delay (seconds): The delay between button press to allow for multiple input responses. Plinking in UFE works by prioritizing multiple button execution over single button execution. Change this only if you know what you are doing. To read more about plinking check out the following links: [Jett's Adventures into Linking and 'Plinking' With Street Fighter IV](#)
[Plinking FAQ by jchensor on SRK](#)

Game Speed: Changes Time.timeScale from Unity. You can use this to speed up or slow down the global speed of your game. Useful if you feel the entire game needs to be tuned or you want to have an option for “Turbo” (similar to Street Fighter 2 Turbo editions)

Global Gravity: Change how the gravity behaves on character weights and forces applied. Don't change this unless you know what you are doing.

Code access:

UFE.config.advancedOptions

Code example:

```
void OnRoundEnds(CharacterInfo winner, CharacterInfo loser){  
    UFE.config.animationFlow = AnimationFlow.Smoother;  
}
```

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Last update: **2014/01/09 01:38**

