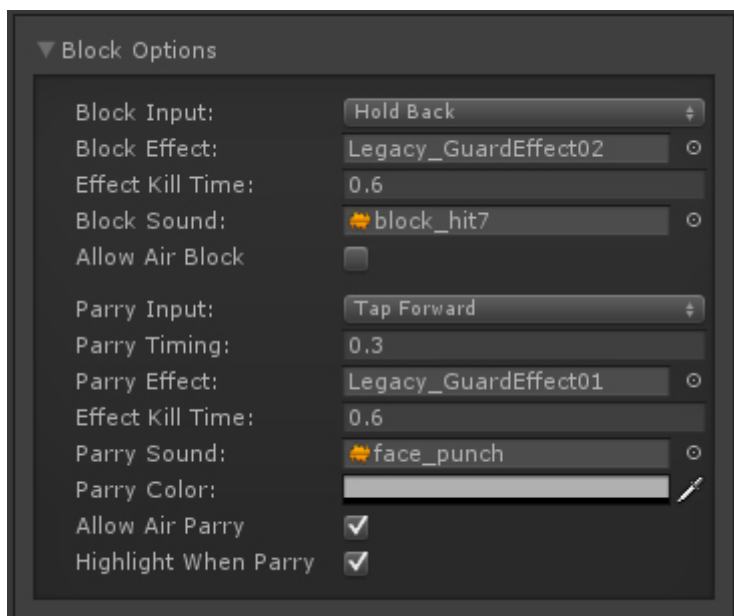


# Block Options

Set how combos and deterioration behave in your game.



**Block Input:** The selected game input for blocking.

**Block Effect:** A prefab with particle effects that is fired when the character blocks.

**Effect Kill Time:** How long should the effect last before being destroyed.

**Block Sound:** A sound effect that plays when a character blocks.

**Allow Air Block:** Rather or not characters can block while in the air.

**Parry Input:** What input should the player “tap” to be able to parry (or “just block”) a hit

**Parry Timing:** The lower the number, the harder it is to parry

**Parry Effect:** A prefab with particle effects that is fired when the character parries.

**Effect Kill Time:** How long should the effect last before being destroyed.

**Parry Sound:** A sound effect that plays when a character parries.

**Allow Air Parry:** Rather or not characters can parry while in the air.

**Highlight When Parry:** Should a character flash to a new color when they parry?

**Parry Color:** If highlight is toggled, the character will flash into this color for a split second when parrying.

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Code Access: `UFE.config.blockOptions`

From:

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<http://ufe3d.com/doku.php/global:block?rev=1386648281>

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