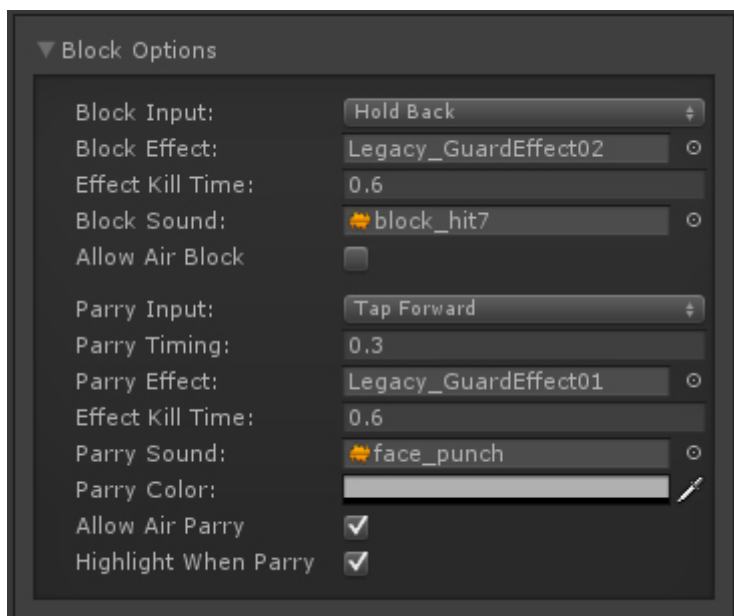# Block Options

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.

Code access:

UFE.config.blockOptions

Code example:

```
if (UFE.config.player1Character.currentLifePoints < 10){
    UFE.config.blockOptions.parryColor = Color.red;
}
```

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