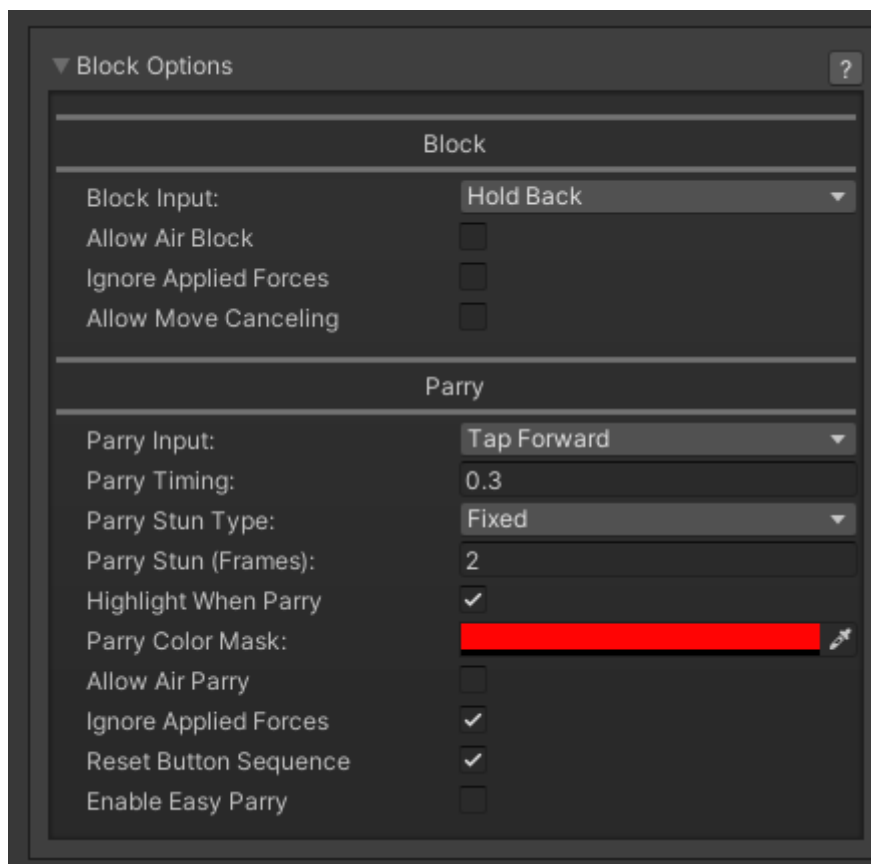# Block Options

Set how combos and deterioration behave in your game.

Block

Block Input: The selected game input for blocking.

Allow Air Block: If enabled, characters can block while in the air.

Ignored Applied Forces: If enabled, the character will not be pushed by the hit.

NOTE: Air Block mechanics works like in Marvel Vs series, not Street Fighter Alpha series.

Parry

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 Stun Type:

- **Fixed:** Choose the amount of fixed frames the parry animation will run for.
- **Block Stun Percentage:** Instead of a fixed value, the parry can be based off the amount of block stun the hit generates.

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

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

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

Ignore Applied Forces: If enabled, the character will not be pushed by the hit.

Reset Button Sequence: Removes the character's store button sequence after they parry.

Code access:

UFE.config.blockOptions

Code example:

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

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Last update: **2015/06/09 15:01**