**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: The air block mechanics in UFE is inspired by the Marvel Vs 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:**

Block Options		
	Block	
Block Input:	Hold Back	
Allow Air Block		
Ignore Applied Forces		
Allow Move Canceling		
	Parry	
Parry Input:	Tap Forward	
Parry Timing:	0.3	
Parry Stun Type:	Fixed	
Parry Stun (Frames):	2	
Highlight When Parry	✓	
Parry Color Mask:		
Allow Air Parry		
Ignore Applied Forces	✓	
Reset Button Sequence	~	
Enable Fasy Parry		

- **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.block0ptions.parryColor = Color.red;
}</pre>
```

#### < Back to Global Editor

From: http://ufe3d.com/ - Universal Fighting Engine

Permanent link: http://ufe3d.com/doku.php/global:block?rev=1433876601



Last update: 2015/06/09 15:03