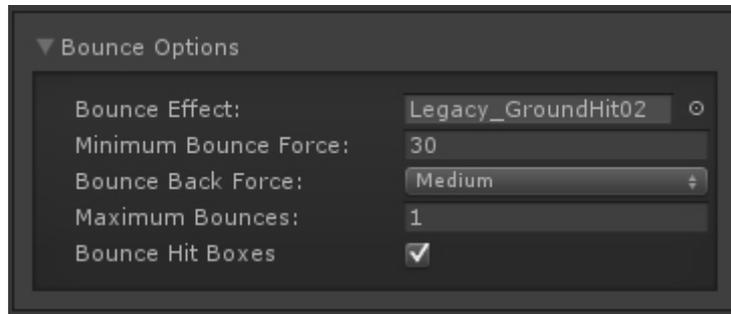


# Bounce Options

Set rather or not a character will bounce off the ground if enough force is applied



**Bounce Effect:** A prefab with particle effects that is fired when the character bounces of the ground.

**Minimum Bounce Force:** The minimum force required to create a bounce

**Bounce Back Force:** How high will the character bounce

**Maximum Bounces:** The maximum bounces allowed before the character stops bouncing regardless of the force applied.

**Bounce Hit Boxes:** Will the character retain its hitboxes when bouncing or will it become invincible?

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Code Access: `UFE.config.bounceOptions`

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From:  
<http://ufe3d.com/> - **Universal Fighting Engine**

Permanent link:  
<http://ufe3d.com/doku.php/global:bounce?rev=1386646265>

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