

# Combo Options

Configure how combos and combo-related mechanics behave in your game.



## General

**Display Mode:** Determines whether the combo counter is shown during the combo or only at the end. (Default: Show During Combo)

**Maximum Hits:** Maximum number of hits allowed in a combo before the character becomes invincible and drops to the ground. (Default: 99)

**Hit Stun Deterioration:** The reduction in hit stun duration as combos progress. (Default: Small)

**Minimum Hit Stun (frames):** The lowest allowable hit stun duration in frames, regardless of deterioration. (Default: 1)

**Damage Deterioration:** Reduction in damage dealt as combos progress. (Default: Small)

**Minimum Damage:** The minimum amount of damage a hit can cause, regardless of deterioration. (Default: 5)

**Max Crumple Hits:** The maximum number of crumple hits allowed in a single combo before the character drops out. (Default: 3)

# Air Combos

**Air-Juggle Deterioration:** The reduction in the effectiveness of air juggles as combos progress.  
(Default: Small)

**Air-Juggle Deterioration Type:** Determines which hits count toward air juggle deterioration.  
(Default: Air Hits)

- 1. **Combo Hits:** Counts all hits.
- 2. **Air Hits:** Counts only hits performed while in the air.

**Minimum Juggle Force (Y):** The minimum vertical force applied during air juggles, regardless of deterioration. (Default: 20)

**Minimum Knock Back Force (X):** The minimum horizontal force required to trigger a knock-back animation during air juggles. (Default: 10)

**Air Recovery Type:** Defines how characters behave after being hit in the air. (Default: Don't Recover)

- 1. **Allow Moves:** Characters can perform moves while still in the air after hit stun ends.
- 2. **Can't Move:** Characters cannot perform moves but will land standing.
- 3. **Don't Recover:** Characters remain in a juggle state until they are knocked down.

**Reset Falling Force On Hit:** Resets the character's falling velocity to zero when hit, allowing easier juggling. (Default: Enabled)

**Never Corner Push:** Prevents cornered characters from being pushed backward; the attacker is pushed instead. (Default: Enabled)

**Fixed Juggle Weight:** Ensures that all characters have a fixed weight when being juggled. (Default: Enabled)

**Juggle Weight:** The weight assigned to characters when fixed juggle weight is enabled. (Default: 300)

Code access:

```
UFE.config.comboOptions
```

[< Back to Global Editor](#)

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