

# Combo Options

Set how combos and deterioration behave in your game.



**Maximum Hits:** The maximum amount of hits allowed in a combo before the character becomes invincible and drops on the ground.

**Hit Stun Deterioration:** The higher the hits in a combo, the harder it is to connect new hits. This feature was introduced in Marvel vs Capcom 3. A more detailed explanation can be found [here](#).

**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?

---

Code Access: `UFE.config.bounceOptions`

---

From:

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

Permanent link:

<http://ufe3d.com/doku.php/global:combo?rev=1386646531>

Last update: **2013/12/09 22:35**

