Combo Options

Set how combos and deterioration behave in your game.

Maximum Hits:999Hit Stun Deterioration:SmallMinimum Hit Stun (frames):1Damage Deterioration:SmallMinimum Damage:5Air-Juggle Deterioration:SmallAir-Juggle Deterioration Type:Air HitsMinimum Juggle Force (Y):8Mininum Corkscrew Force (X):8Never Air-Recover✓	▼ Combo Options		
	Hit Stun Deterioration: Minimum Hit Stun (frames): Damage Deterioration: Minimum Damage: Air-Juggle Deterioration: Air-Juggle Deterioration Type: Minimum Juggle Force (Y): Minimum Corkscrew Force (X):	Small 1 Small 5 Small Air Hits 8	¢

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

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