Set how combos and deterioration behave in your game.

Combo Options

Maximum Hits:999Hit Stun Deterioration:SmallMinimum Hit Stun (frames):1Damage Deterioration:SmallMinimum Damage:5Air-Juggle Deterioration:SmallAir-Juggle Deterioration Type:Air HitsMinimum Damage5	▼ Combo Options		
Minimum Juggie Force (Y): 8 Mininum Corkscrew Force (X): 8 Never Air-Recover 🗸	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. Currently, hit stun deterioration works similar to the Guilty Gear series. Soon more options will be added. A more detailed explanation can be found here.

Minimum Hit Stun (frames): Regardless of deterioration, the hit stun will never get lower than this value (in frames).

Damage Deterioration: The higher the hits in a combo, the less damage a hit will cause. For more details about damage scaling/deterioration can be found here.

Minimum Damage: Regardless of deterioration, the damage of each consecutive hit will never go lower than this value.

Air Juggle Deterioration: The higher the hits, the harder it is to juggle the character back into the air.

Minimum Juggle Force: Regardless of deterioration, consecutive hit juggles will never go lower than this value.

Never Air-Recover: If a character gets hit in the air they will always get a knock-down regardless of the hit stun applied.

Code access:

UFE.config.comboOptions

Code example:

```
void OnHit(MoveInfo move, CharacterInfo hitter){
    if (hitter.currentGaugePoints > 100)
UFE.config.comboOptions.neverAirRecover = true;
}
```

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