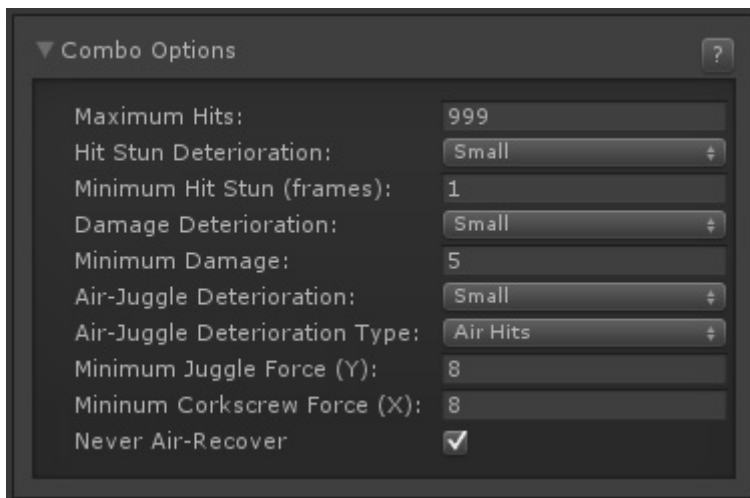


# Combo Options

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. 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.

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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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