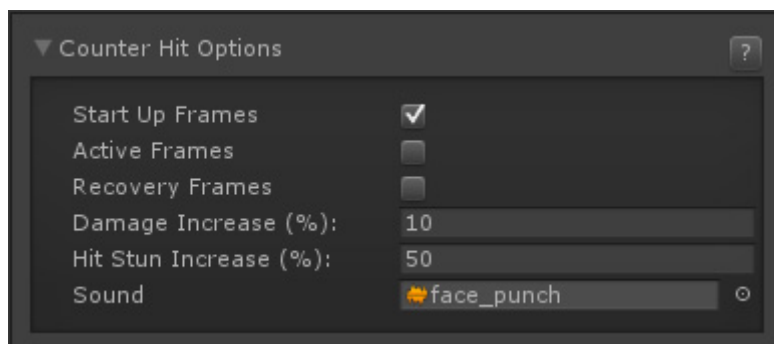# Counter Hit Options

Set whether or not your game has counter hits and what happens when a character lands one.

Start Up Frames: If a hit counters an opponent's attack while it's in the start up frames, counter hit will trigger.

Active Frames: If a hit counters an opponent's attack while it's in the active up frames, counter hit will trigger.

Recovery Frames: If a hit counters an opponent's attack while it's in the recovery frames, counter hit will trigger.

Damage Increase (%): If a counter hit triggers, determine how much more damage this attack will do (0 = no increase)

Hit Stun Increase (%): If a counter hit triggers, determine how much more stun this attack will do (0 = no stun increment)

Code access:

UFE.config.counterHitOptions

Code example:

```
void OnGameBegins(CharacterInfo player1, CharacterInfo player2, StageOptions
stage){
    UFE.config.counterHitOptions.damageIncrease = 50;
}
```

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