Hit Effects Options

Define the effects and how each hit type behaves. These hit types can later on be used in your moves.

▼ Hit Effect Options		?
Weak Hit Options		
Particle Effect: Spawn Point:		•
Effect Duration:	0.6	
Sound Effect: Stick to Character	Jab-SoundBible.com-18067	0
Freezing Time (seconds):	0.1	
Animation Speed (%): Auto Hit Stop	•	
Mirror on Right Side	~	
Shake Character On Hit Shake Camera On Hit	~	
- Shake Density:	0.9	
 Medium Hit Options Heavy Hit Options Crumple Hit Options 		
 Block Hit Options Parry Hit Options 		
 Custom Hit 1 Options Custom Hit 2 Options Custom Hit 3 Options Custom Hit 4 Options Custom Hit 5 Options 		
Custom Hit 6 Options		
Restart Animation on Hit	~	
Sort Layer on Hit (2D Only)	✓ 200	
Foreground Layer: Background Layer:	100	

Restart Animation on Hit: If toggled on, every consecutive hit after the first one will restart the hit animation.

Animation Deceleration Effect: Sets deceleration of hit stun animation to look more natural.

Particle Effect: A prefab with particle effects that is fired when the character gets hit by this hit type.

Effect Duration: Time before effect prefab is destroyed.

Sound Effect: What sound effect will be played when a move with this hit type hits.

Freezing Time: The game will freeze for a very brief moment (in seconds) when a hit connects.

Animation Speed (%): When a hit confirms, the animation speed of both characters will be set for this value. By default, this is set to 0 (a complete freeze during the freezing time). *Example*: For a slow motion effect, set this to a value between 1 and 20%.

Shake Character On Hit: During the freezing time, the character can shake very slightly giving a more convincing hit effect.

Shake Camera On Hit: To make the hit more impacting, you can also set the camera to shake slightly during freezing time.

Shake Density: How much shake will be applied to the camera and character during freezing time.

Code access:

UFE.config.hitOptions.weakHit

UFE.config.hitOptions.mediumHit

UFE.config.hitOptions.heavyHit

UFE.config.hitOptions.crumpleHit

UFE.config.hitOptions.blockHit

UFE.config.hitOptions.parryHit

UFE.config.hitOptions.customHit1

UFE.config.hitOptions.customHit2

UFE.config.hitOptions.customHit3

Code example:

```
void OnNewAlert(string alertMsg, CharacterInfo player){
    if (alertMsg == UFE.config.selectedLanguage.fight) {
        UFE.config.hitOptions.crumpleHit.shakeDensity = .1f;
    }
}
```

< Back to Global Editor

From: http://ufe3d.com/ - Universal Fighting Engine

Permanent link: http://ufe3d.com/doku.php/global:hiteffects?rev=1431651004



Last update: 2015/05/14 20:50

Hit Effects Options