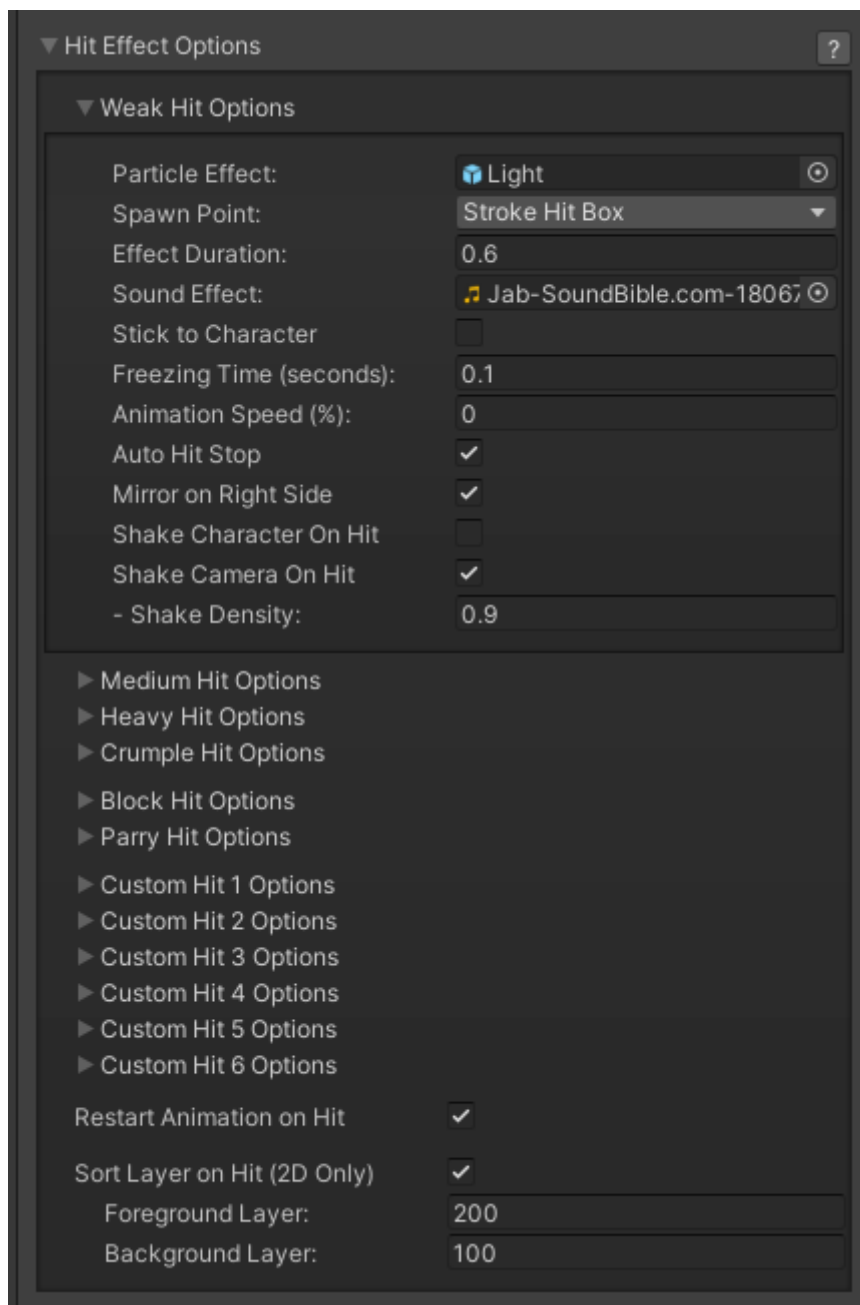# Hit Effects Options

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

Hit Effect Group

- **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.

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

Animation Deceleration Effect: When toggled the animation will start at 1.5 of its original speed and decelerate according to the stun applied. Disable to have full control of your hit animation speed.

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](#)

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