Knock Down Options

Set how your game behave when a character gets knockdown. Each option represents a different knockdown type.

Default Knockdown: When a character gets hit of the air, once they hit the ground, these options are applied.

High Knockdown: When a character gets hit with a `High Knockdown` hit type, these options are applied.

High-Low Knockdown: When a character gets hit with a `High-Low Knockdown` hit type, these options are applied.

Sweep Knockdown: When a character gets hit with a `Sweep Knockdown` hit type, these options are applied.

Crumple Knockdown: When a character gets hit by a `Crumple` hit strength, these options are applied.

Options

Knock Out Time: How long does the character stays on the ground after being knocked out.

Stand Up Time: How long will the related "stand up" animation plays for.

Stand Up Hit Boxes: Should the character have hitboxes or be invincible while out?

Allow Quick Stand: If toggled on, when the selected buttons are pressed the character will stand up quicker (not functional yet).

Allow Delayed Stand: If toggled on, when the selected buttons are held down the character will stay out a little longer (not functional yet).

Predefined Push Force: Some knockdown options must have a predefined push force applied so you can make it look right when these physics are applied into the game.

Notes:

- Crumple Knockdown time is defined by the hit stun applied during the hit.
- If any vertical forces are applied during a crumple hit, the character flies off into a `corkscrew` animation. If no animation is set it uses the default `Get Hit Air`.

Code access:

`UFE.config.knockDownOptions`

Code example:

```
void OnRoundBegins(int round){
    if (round == 3) UFE.config.knockDownOptions.sweep.knockedOutHitBoxes =
true;
}
```

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