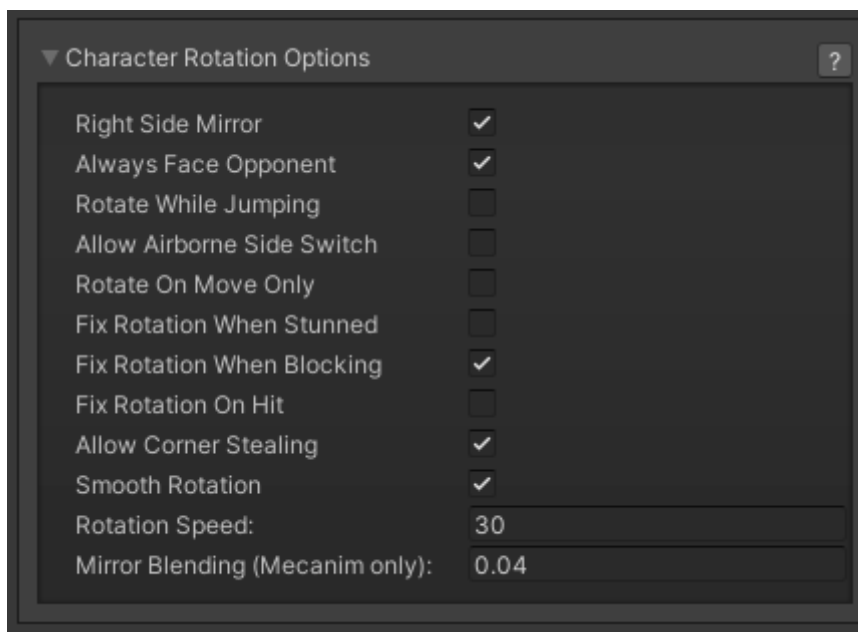# Character Rotation Options

Change how the characters should rotate when switching sides.



**Right Side Mirror:** If enabled, characters will automatically invert their position on screen. By default, characters also rotate. Disable this option to have the character face differently depending on the side they are on.

**Rotate While Jumping:** If enabled, characters will rotate immediately during jump when switching sides.

**Allow Airborne Side Switch:**

**Rotate On Move Only:** If enabled, characters will remain facing the opposing direction if no button is pressed (similar to Mortal Kombat 9 and Injustice: Gods Among Us)

**Fix Rotation When Stunned:** If enabled, characters will automatically fix their rotation, even when stunned.

**Fix Rotation When Blocking:** If enabled, characters will automatically fix their rotation even when blocking.

**Fix Rotation On Hit:** If enabled, characters will automatically fix their rotation *the moment* they get hit.

**Rotation Speed:** How fast should the characters rotate when switching sides.

**Allow Corner Stealing:**

**Smooth Rotation:**

**Rotate While Jumping:**

- **Smooth Rotation:**

**Mirror Blending (Mecanim Only):** If mirror is toggled and Mecanim Control 2.0 is being used, how fast will the blending between the animations will be. Mecanim Control 2.0 is available under "Scripts/MecaimControl2.zip" (warning: currently Mecanim Control 2.0 cannot be compiled into builds. Make sure you know what you are doing!)

Code access:

UFE.config.characterRotationOptions

Code example:

```
void OnRoundEnds(CharacterInfo winner, CharacterInfo loser){
    // Make sure my outro animation runs with the character facing the
screen.
    UFE.config.characterRotationOptions.autoMirror = true;
}
```

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Permanent link:
**http://ufe3d.com/doku.php/global:rotation?rev=1659494652**

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