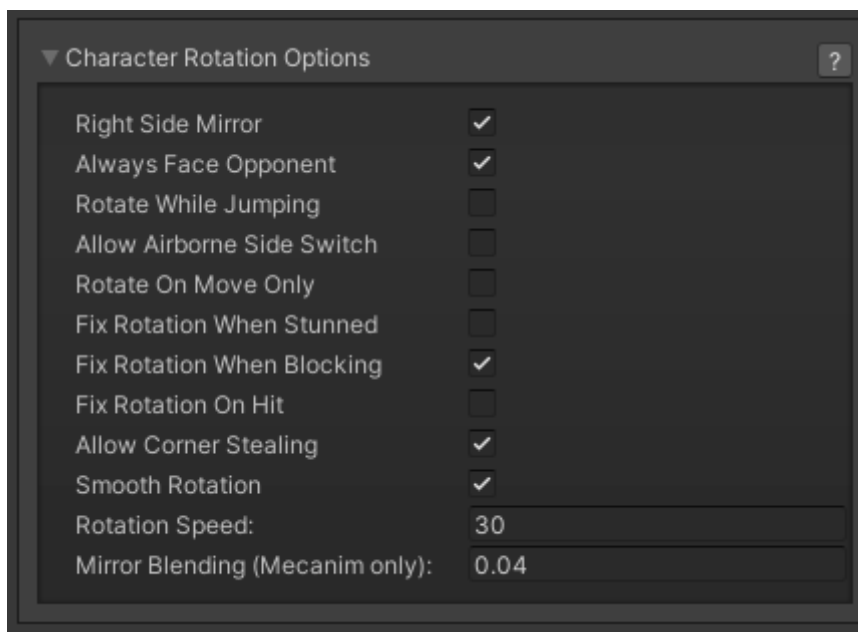# Character Rotation Options

Customize how characters handle rotation when switching sides during gameplay.

Right Side Mirror: ([Mecanim Only](#)) Automatically mirrors characters animations when switching sides. (Default: Enabled)

Always Face Opponent: Ensures characters are always rotated to face their opponent. (Default: Enabled)

Rotate While Jumping: Characters rotate mid-air when switching sides. (Default: Disabled)

Allow Airborne Side Switch: Permits side switching while airborne. (Default: Disabled)

Rotate On Move Only: Characters will only rotate when performing movement. (Default: Disabled)

Fix Rotation When Stunned: Automatically fixes the character's rotation when stunned. (Default: Disabled)

Fix Rotation When Blocking: Ensures characters maintain proper rotation when blocking. (Default: Enabled)

Fix Rotation On Hit: Adjusts character rotation instantly upon being hit. (Default: Disabled)

Allow Corner Stealing: Allows a character to steal their opponent's corner position during side switching. (Default: Disabled)

Smooth Rotation: Enables smoother transitions when rotating. (Default: Enabled)

  • **Rotation Speed:** The speed at which characters rotate when switching sides. (Default: 30)

Mirror Blending (Mecanim Only): Defines the blending speed for mirrored animations when using

---

Mecanim. (Default: 0.04)

Code access:

```
UFE.config.characterRotationOptions
```

[< Back to Global Editor](#)

From:
<http://ufe3d.com/> - **Universal Fighting Engine**

Permanent link:
http://ufe3d.com/doku.php/global:rotation?rev=1733468000

Last update: **2024/12/06 01:53**