Round Options
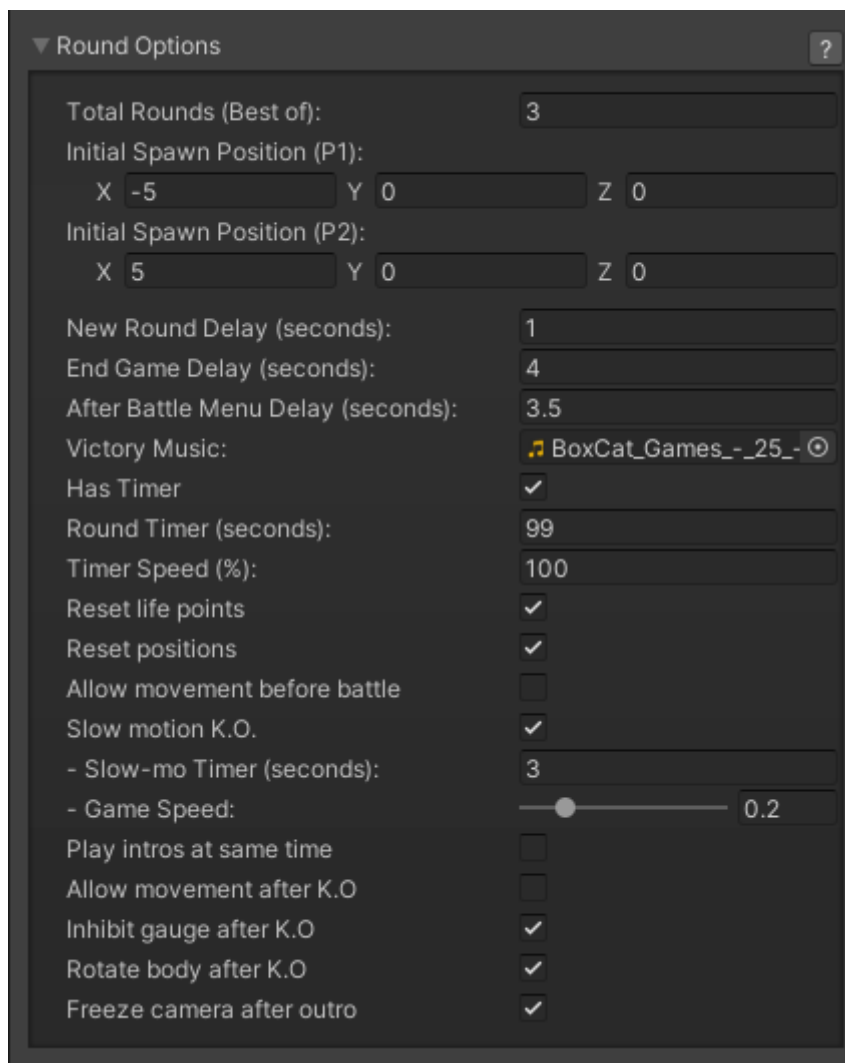
Here you can set several different options to how the rounds and end game should behave.

Total Rounds (Best of): The number of rounds a match can have. 3 matches = who ever wins 2 wins the game.

Initial Spawn Position (P1/P2): The initial position in the field where this character will spawn.

New Round Delay (seconds): Delay before new round starts.

End Game Delay (seconds): How long should the game wait until it declares the winner of a game.

After Battle Menu Delay (seconds):

Victory Music: The music that will be played once the match is over.

Has Timer: If off, the timer is disabled.

Round Timer (seconds): Round Timer in seconds.

Timer Speed (%): How fast the timer runs (100% = 1 tic per second).

Reset life points: Should the life points of both players reset at the beginning of each round?

Reset positions: Should the position of both players reset to the initial ground position at the beginning of each round?

Allow movement before battle: Should the players be allowed to move before the round start? (example: Marvel vs Capcom series/Killer Instinct)

Slow motion K.O.: Toggles the slow motion when a round ends.

- **Slow motion K.O. Timer (seconds):** Duration of the Slow Mo K.O.
- **Slow motion Game Speed:** How slow is the slow-Mo K.O.

Play intros at same time: If enabled, character intros will be played at the same time.

Allow movement after K.O.: Should the character move in between the rounds? (after K.O.)

Inhibit gauge after K.O.: Should the character gain/lose meter after K.O.?

Rotate body after K.O.: Should the character rotate after K.O.?

Freeze camera after outro: Freezes the camera so it doesn't return to the original position after the winner's outro animation has played.

Code access:

UFE.config.roundOptions

Code example:

```
void OnGameBegins(CharacterInfo player1, CharacterInfo player2, StageOptions stage){
    UFE.config.roundOptions.allowMovement = false;
}
```

[< Back to Global Editor](#)