Characters Options
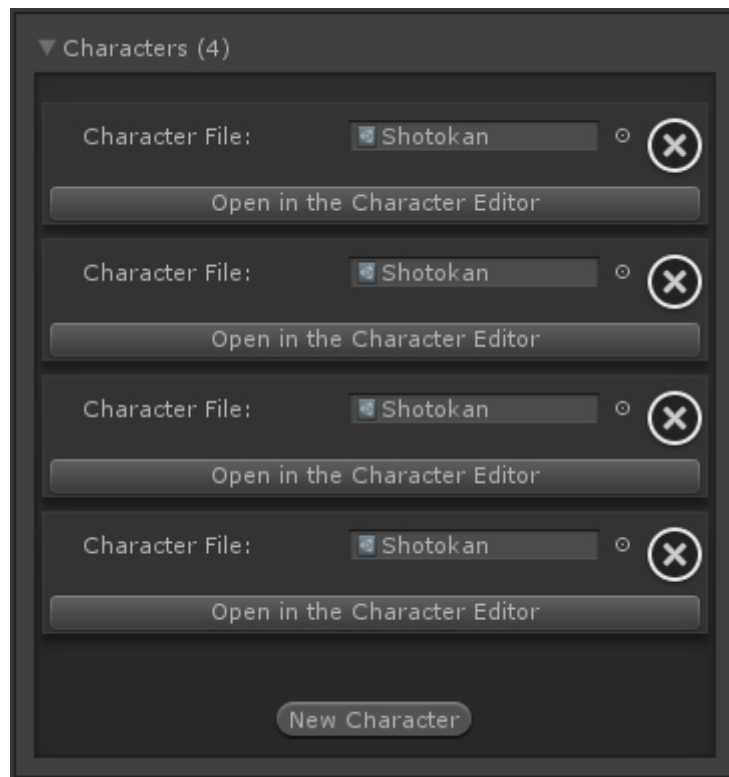
Here you can select the characters available to your game.

Character File: The file representing the character in UFE. It inherits from the class *CharacterInfo*

Code access:

UFE.config.player1Character

UFE.config.player2Character

UFE.config.characters

Code example:

```
foreach(CharacterInfo character in UFE.config.characters){
    Debug.Log(character.characterName);
}
```

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