

Debug Options

Allows you to read important live data to help you debug your game.

▼ Debug Options

Preload Info (console)

Emulate Network Game

Display Debugger Info on Screen

Display on Training Mode Only

▼ Player 1 Info

Move Info

Position

Life Points

Gauge Points

State

SubState

Stun Time

Combo Hits

Combo Damage

Input Held Time

Move Execution (Console)

[Fuzzy A.I.] Weight List

► Player 2 Info

▼ Input Display

Versus Mode

Network Mode

Story Mode

Training Mode

Challenge Mode

▼ Network Info

Ping

Frame Delay

Current Local Frame

Current Network Frame

Connection Log (console)

Rollback Log (console)

▼ Recording Tools

Save/Load States

Record/Playback Tools

Emulate Playback Physics

▼ Hit Box Colors

Display Collision Mass Gizmo

Body Collider:

Hit Collider:

No Collider:

Throw Collider:

Physically Invincible:

Projectile Invincible:

Throw Hurt Box:

Attack Hurt Box:

Blocking Box:

Fill:

Fill:

Fill:

Fill:

Fill:

Fill:

Fill:

Fill:

Fill:

Reset Colors

Preload Info (console): Shows in the console all the GameObjects that were preloaded before the battle starts.

Emulate Network Game:

Display Debugger Info On Screen: Enables the debug mode for characters (spawns 2 text fields near each corner).

Display In Training Mode Only: Enable this to have the debugger info only be displayed when playing in Training Mode.

If you want to change the position of your debugger a script can be found [HERE](#)

Player 1/2 Debugger

- **Move Info:** Displays the move being played at the moment.
- **Position:** Displays the position of the character on screen (Vector3).
- **Life Points:** Displays the current life points (as an integer).
- **State:** Display the current player state from [MoveInfo.PossibleStates](#) (Stand|Crouch|StraightJump|ForwardJump|BackJump|Down)
- **SubState:** Displays the current player sub-state from [MoveInfo.SubStates](#) (Resting|MovingForward|MovingBack|Blocking|Stunned)
- **Combo Hits:** A live feed from the current combo (a tutorial on how to add this to the actual game combo display can be found [here](#)).
- **Combo Damage:** The current damage being dealt in a combo.
- **Input Held Time:** A direct feed on how long each input is being held for.
- **Move Execution (console):** Shows the result input after successfully executing a move.
- **[Fuzzy A.I.] Weight List:** (Requires [Fuzzy A.I.](#)) Shows the movement decision weight made by the A.I. during its gameplay.

Network Info (requires [Network addon](#))

- **Ping:** Displays the package query (ping) between the 2 clients over the connection.
- **Frame Delay:** Displays the amount of frames between input and execution during a network game (input delay).
- **Current Local Frame:** Display the current local frame in relation to network data.
- **Current Network Frame:** Display the current network frame in relation to local data.
- **Connection Log (console):** Shows all sorts of stats in the console when a connection is attempted.

Start Game Immediately: Skips all menus and go directly to the battle.

Skip Loading Screen: Skips the loading screen before battle (first play may cause asset loading hick-ups).

Player 1/2 Character: In case the option above is enabled, the selected [characters](#) that will start the battle.

Player 1/2 CPU Controlled: Select the player(s) that will be CPU controlled.

Play in Training Mode: When toggled, the game will act as if it were in [Training Mode](#).

Code access:

UFE.config.debugOptions

[< Back to Global Editor](#)

From:

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

Permanent link:

<http://www.ufe3d.com/doku.php/global:debugoptions?rev=1659470105>

Last update: **2022/08/02 15:55**

