Debug Options

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

Preload Info (console) Emulate Network Game Display on Training Mode Only Player 1 Info Position Player 1 Info Display On Training Mode Only Player 1 Info Cambo Info Gauge Points State State SubState SubState Combo Damage Input Held Time Move Execution (Console) (Fuzzy A.I.) Weight List Player 2 Info Versus Mode Network Mode Story Mode Training Mode Challenge Mode Versus Mode Challenge Mode Versus Mode Training Mode Challenge Mode Versus Mode Training Mode Challenge Mode Network Info Pling Frame Delay Current Local Frame Current Network Frame Connection Log (console) Rollback Log (console) Frame Delay Current Network Frame Current Network Frame Curren	Debug Options	?
Display on Training Mode Only ✓ Player 1 Info ✓ Move Info ✓ Position ✓ Life Points ✓ Gauge Points ✓ State ✓ SubState ✓ State ✓ State ✓ State ✓ SubState ✓ State ✓ Combo Hits ✓ Combo Damage ✓ Input Held Time ✓ Move Execution (Console) □ [Fuzzy A.I.] Weight List ✓ Versus Mode ✓ Network Mode ✓ Story Mode ✓ Training Mode ✓ Current Local Frame □ Current Local Frame □ Current Network Frame □ Connection Log (console) ✓ Recording Tools Save/Load States Record/Playback Tools □ Emulate Playback Physics ✓ VHit Box Colors ✓ Body Collider: <		
Display on Training Mode Only ✓ Player 1 Info ✓ Move Info ✓ Position ✓ Life Points ✓ Gauge Points ✓ State ✓ SubState ✓ State ✓ State ✓ State ✓ SubState ✓ State ✓ Combo Hits ✓ Combo Damage ✓ Input Held Time ✓ Move Execution (Console) □ [Fuzzy A.I.] Weight List ✓ Versus Mode ✓ Network Mode ✓ Story Mode ✓ Training Mode ✓ Current Local Frame □ Current Local Frame □ Current Network Frame □ Connection Log (console) ✓ Recording Tools Save/Load States Record/Playback Tools □ Emulate Playback Physics ✓ VHit Box Colors ✓ Body Collider: <	Display Debugger Info on Screen	~
Move Info ✓ Position ✓ Life Points ✓ Gauge Points ✓ State ✓ State ✓ StubState ✓ Stun Time ✓ Combo Hits ✓ Combo Damage ✓ Input Held Time ✓ Move Execution (Console) ✓ [Fuzzy A.1] Weight List ✓ Player 2 Info ✓ Versus Mode ✓ Network Mode ✓ Story Mode ✓ Training Mode ✓ Challenge Mode ✓ Versus Mode ✓ Record/name ✓ Current Local Frame ✓ Current Network Frame ✓ Connection Log (console) ✓ Rollback Log (console) ✓ Ping ✓ Frame Delay ✓ Current Network Frame ✓ Connection Log (console) ✓ Rollback Log (console) ✓ Pinglay Collider: Fills No Collider: Fill: No Collider: Fill: Projectile Invincible: Projectile Invincible: <	Display on Training Mode Only	~
Position - Life Points - Gauge Points - State - SubState - SubState - SubState - Combo Pamage - Input Held Time - Move Execution (Console) - [Fuzzy A.1] Weight List - Player 2 Info - Versus Mode - Network Mode - Story Mode - Network Info - Ping - Frame Delay - Current Local Frame - Current Network Frame - Current Network Frame - Current Network Frame - Current Network Frame - Connection Log (console) - Record/Playback Tools - Emulate Playback Physics - Phit Box Colors - Display Collider: - Hit Box Colors - Display Collider: - Fill: - Physically Invincible: - Physically Invincible: - Physically Invincible: - Projectile Invincible: - Fill: - Projectile Invincible: - Fill: - Projectile Invincible: - Projectile Invincible: - Fill: - Projectile Invincible: - Fill: - Projectile Invin		✓
Gauge Points State State SubState		~
State ✓ SubState ✓ Stun Time ✓ Combo Hits ✓ Combo Damage ✓ Combo Damage ✓ Input Held Time Move Execution (Console) [Fuzzy A.1] Weight List ✓ ▶ Player 2 Info ✓ ♥ Input Display ✓ Versus Mode ✓ Network Mode ✓ Story Mode ✓ Training Mode ✓ Challenge Mode ✓ ♥ Network Info ✓ Ping ✓ Frame Delay ✓ Current Network Frame ✓ Current Network Physics ✓ Physical States ✓ Record/playback Tools ✓ Emulate Playback Physics ✓ Pisplay Collider: ✓ Fill: ✓ No Collider: ✓ Fill: ✓ No Collider: ✓ Fill: ✓ No Collider: ✓ Fill: ✓ Projectile Invincible: ✓ Fill: ✓ No Collider: ✓ Fill: ✓ Projectile Invincible: ✓ Fill: ✓ No Collider: ✓ Fill:	Life Points	
SubState SubState Stun Time Combo Hits Combo Damage Input Held Time Move Execution (Console) [Fuzzy A.].] Weight List Player 2 Info Input Display Versus Mode Network Mode Network Mode Story Mode Training Mode Challenge Mode Network Info Ping Frame Delay Current Local Frame Current Network Frame Connection Log (console) Versus Save/Load States Record/Playback Tools Emulate Playback Physics VHit Box Colors Display Collision Mass Gizmo Body Collider: Hit Collider: Fill: Physically Invincible: Fill: Physically Invincible: Fill: Physically Invincible: Fill: Phogextile Invincible: Fill: Blocking Box:		
Stun Time ✓ Combo Hits ✓ Combo Damage ✓ Input Held Time Move Execution (Console) [Fuzzy A.].] Weight List ✓ ▶ Player 2 Info ♥ Input Display ✓ Versus Mode ✓ Network Mode ✓ Story Mode ✓ Training Mode ✓ Challenge Mode ✓ Versus Node ✓ Ping ✓ Frame Delay ✓ Current Local Frame ✓ Current Network Frame ✓ Current Network Frame ✓ Current Network Frame ✓ Connection Log (console) ✓ No Colidae: ✓ Ping ✓ Frame Delay ✓ Current Network Frame ✓ Connection Log (console) ✓ Record/Ing Tools Save/Load States Record/Ing Yolks Tools Emulate Playback Physics Display Collision Mass Gizmo Body Collider: ✓ Hit Collider: ✓ Fill: No Collider: ✓ Fill: Projectile Invincible: ✓ Fill: Projectile Invincible: ✓ Fill: Projectile Invincible: ✓ Fill: Blocking Box: ✓		
Combo Damage ✓ Input Held Time Move Execution (Console) [Fuzzy A.].] Weight List ▶ Player 2 Info ▼ Input Display Versus Mode ✓ Network Mode ✓ Story Mode ✓ Training Mode ✓ Challenge Mode ✓ Versus Info ✓ Ping ✓ Frame Delay ✓ Current Local Frame ○ Current Network Frame ○ Current Network Frame ○ Current Network Frame ○ Connection Log (console) ✓ Rollback Log (console) ✓ Verture Network Prame ○ Connection Log (console) ✓ Verture Network Frame ○ Connection Log (console) ✓ Prophysical Tools ○ Save/Load States ○ Record/Playback Tools ○ Emulate Playback Physics ○ Display Colllider: ○ ○		
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 Versus Kinfo Ping Frame Delay Current Local Frame Current Network Strates Record/Playback Tools Emulate Playback Physics VHit Box Colors Display Collision Mass Gizmo Body Collider: Fill: Hit Collider: Projectile Invincible: Fill: Projectile Invincible: Fill: Projectile Invincible: Fill: Projectile Invincible: Fill: Current Heto: Fill: Projectile Invincible: Fill: Projectile Invincible: Fill: Hit Collider: Fill: Projectile Invincible: Fill: Hit Collider: Fill: Projectile Invincible: Fill: Hit Collider: Fill: Projectile Invincible: Fill: Projectile Invincible: Fill: Hit Collider: Fill:	Combo Hits	~
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 Current Network Frame Connection Log (console) Rollback Log (console) Save/Load States Recording Tools Save/Load States Emulate Playback Physics Display Collision Mass Gizmo Body Collider: Fill: Hit Collider: Fill: Physically Invincible: Fill: Projectile Invincible: Fill: Projectile Invincible: Fill: Blocking Box:	Combo Damage	
[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 Current Network Frame Current Network Frame Current Network Frame Connection Log (console) Rollback Log (console) Save/Load States Record/Playback Tools Emulate Playback Physics Display Collision Mass Gizmo Body Collider: Fill: Hit Collider: Fill: Hit Collider: Fill: Physically Invincible: Fill: Projectile Invincible: Fill: Projectile Invincible: Fill: Blocking Box: Fill:		
 ▶ Player 2 Info ♥ Input Display Versus Mode Network Mode Story Mode Training Mode Challenge Mode ♥ Network Info ♥ Network Info ♥ Ping ✓ Frame Delay ✓ Current Local Frame Current Network Frame Connection Log (console) ✓ Rollback Log (console) ✓ Recording Tools Save/Load States Record/Playback Physics ♥ Hit Box Colors Display Collision Mass Gizmo Body Collider: ✓ Fill: Hit Collider: ✓ ✓ Fill: Throw Collider: ✓ ✓ ✓ ✓ Fill: Throw Collider: ✓ 		
▼ 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) Recording Tools Save/Load States Record/Playback Tools Emulate Playback Physics Display Collision Mass Gizmo Body Collider: ✓ Fill: Hit Collider: ✓ Fill: Physically Invincible: ✓ Fill: Projectile Invincible: ✓ Fill: Projectile Invincible: ✓ Fill: Attack Hurt Box: ✓ Fill:	[Fuzzy A.I.] Weight List	
Versus Mode Network Mode Story Mode Training Mode Challenge Mode Challenge Mode Network Info Ping Frame Delay Current Local Frame Current Network Frame Current Network Frame Current Network Frame Connection Log (console) Rollback Log (console) Recording Tools Save/Load States Record/Playback Tools Emulate Playback Physics VHit Box Colors Display Collision Mass Gizmo Body Collider: Fill: Throw Collider: Fill: Projectile Invincible: Fill: Projectile Invincible: Fill: Throw Hurt Box: Fill: Blocking Box:		
Network Mode Story Mode Training Mode Challenge Mode V Network Info Ping Frame Delay Current Local Frame Current Network Frame Current Network Frame Current Network Frame Connection Log (console) Recording Tools Save/Load States Record/Playback Tools Emulate Playback Physics V Hit Box Colors Display Collision Mass Gizmo Body Collider: Fill: No Collider: Fill: Physically Invincible: Fill: Physically Invincible: Fill: Throw Hurt Box: Fill: Blocking Box:		
Story Mode Training Mode Challenge Mode Network Info Ping Frame Delay Current Local Frame Current Network Frame Current Network Frame Connection Log (console) Recording Tools Save/Load States Record/Playback Tools Emulate Playback Physics Display Collision Mass Gizmo Body Collider: Fill: No Collider: Fill: Throw Collider: Fill: Physically Invincible: Fill: Projectile Invincible: Fill: Throw Hurt Box: Fill: Blocking Box:		
Training Mode Challenge Mode Network Info Ping Frame Delay Current Local Frame Current Network Frame Current Network Frame Current Network Frame Connection Log (console) Recording Tools Save/Load States Record/Playback Tools Emulate Playback Physics Display Collision Mass Gizmo Body Collider: Fill: Hit Box Colors Display Collider: Fill: Fill: Physically Invincible: Fill: Projectile Invincible: Fill: Projectile Invincible: Fill: Blocking Box:		~
Challenge Mode Network Info Ping Frame Delay Current Local Frame Current Network Frame Current Network Frame Connection Log (console) Rollback Log (console) Recording Tools Save/Load States Record/Playback Tools Emulate Playback Physics Display Collision Mass Gizmo Body Collider: Fill: Hit Collider: Fill: Fill: Physically Invincible: Fill: Physically Invincible: Fill: Physically Invincible: Fill: Physically Invincible: Fill: Blocking Box:		~
Ping Frame Delay Current Local Frame Current Network Frame Connection Log (console) Rollback Log (console) Rollback Log (console) Recording Tools Save/Load States Record/Playback Tools Emulate Playback Physics V Hit Box Colors Display Collision Mass Gizmo Body Collider: Fill: Hit Collider: Fill: Physically Invincible: Fill: Projectile Invincible: Fill: Throw Hut Box: Fill: Blocking Box:		~
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 VHit Box Colors Display Collision Mass Gizmo Body Collider: Fill: Hit Collider: Fill: Physically Invincible: Fill: Projectile Invincible: Fill: Throw Hurt Box: Fill: Blocking Box:	▼ Network Info	
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: Fill: Hit Collider: Fill: Physically Invincible: Fill: Projectile Invincible: Fill: Throw Hurt Box: Fill: Blocking Box:	Ping	
Current Network Frame Connection Log (console) Rollback Log (console) Recording Tools Save/Load States Record/Playback Tools Emulate Playback Physics Fills Mit Box Colors Display Collision Mass Gizmo Body Collider: Hit Collider: Fills Hit Collider: Fills	Frame Delay	
Connection Log (console) Rollback Log (console) Recording Tools Save/Load States Record/Playback Tools Emulate Playback Physics Whit Box Colors Display Collision Mass Gizmo Body Collider: Fill: Hit Collider: Fill: Physically Invincible: Frind: Projectile Invincible: Fill: Throw Hurt Box: Fill: Blocking Box:		
Rollback Log (console) Recording Tools Save/Load States Record/Playback Tools Emulate Playback Physics Hit Box Colors Display Collision Mass Gizmo Body Collider: Image: State of the sta		
 Recording Tools Save/Load States Record/Playback Tools Emulate Playback Physics Hit Box Colors Display Collision Mass Gizmo Body Collider: Image: Second S		
Save/Load States Record/Playback Tools Emulate Playback Physics Thit Box Colors Display Collision Mass Gizmo Body Collider: ✓ Fill: Hit Collider: ✓ Fill: ✓ No Collider: ✓ Finow Collider: ✓ Physically Invincible: ✓ Projectile Invincible: ✓ Throw Hurt Box: ✓ Attack Hurt Box: ✓ Blocking Box: ✓		
Record/Playback Tools Emulate Playback Physics ▼ Hit Box Colors Display Collision Mass Gizmo Body Collider: ✓ Fill: Hit Collider: ✓ Fill: Hit Collider: ✓ Fill: No Collider: ✓ Fill: Throw Collider: ✓ Fill: Physically Invincible: ✓ Fill: Projectile Invincible: ✓ Fill: Throw Hurt Box: ✓ Fill: Attack Hurt Box: ✓ Fill: Blocking Box: ✓ Fill:		
Emulate Playback Physics Hit Box Colors Display Collision Mass Gizmo Body Collider: Hit Collider: Fill: Hit Collider: Fill: No Collider: Fill: Throw Collider: Fill: Physically Invincible: Fill: Throw Hurt Box: Fill: Attack Hurt Box: Fill: Blocking Box:		
 ▼ Hit Box Colors Display Collision Mass Gizmo Body Collider: ✓ Fill: Hit Collider: ✓ Fill: No Collider: ✓ Fill: Throw Collider: ✓ Fill: Physically Invincible: ✓ Fill: Projectile Invincible: ✓ Fill: Throw Hurt Box: ✓ Fill: Attack Hurt Box: ✓ Fill: Blocking Box: ✓ Fill: 		
Body Collider: Image: Fill: Hit Collider: Image: Fill: No Collider: Image: Fill: Throw Collider: Image: Fill: Physically Invincible: Image: Fill: Projectile Invincible: Image: Fill: Throw Hurt Box: Image: Fill: Attack Hurt Box: Image: Fill: Blocking Box: Image: Fill:		
Hit Collider: Image: Second constraints No Collider: Image: Second constraints Throw Collider: Image: Second constraints Physically Invincible: Image: Second constraints Projectile Invincible: Image: Second constraints Projectile Invincible: Image: Second constraints Throw Hurt Box: Image: Second constraints Attack Hurt Box: Image: Second constraints Blocking Box: Image: Second constraints	Display Collision Mass Gizmo	
No Collider: Image: Fill: Throw Collider: Image: Fill: Physically Invincible: Image: Fill: Projectile Invincible: Image: Fill: Throw Hurt Box: Image: Fill: Attack Hurt Box: Image: Fill: Blocking Box: Image: Fill:	Body Collider:	🖋 Fill:
Throw Collider: Image: Second sec		
Physically Invincible: Fill: Projectile Invincible: Fill: Throw Hurt Box: Fill: Attack Hurt Box: Fill: Blocking Box: Fill:		
Projectile Invincible: Fill: Throw Hurt Box: Fill: Attack Hurt Box: Fill: Blocking Box: Fill:		
Attack Hurt Box: Fill: Blocking Box: Fill:		
Blocking Box: 🗾 💉 Fill:	Throw Hurt Box:	💉 Fill:
Reset Colors	Blocking Box:	Fill:
	Reset Colo	rs

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.debug0ptions

< 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

