# 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:          [yellow]    ⊘    Fill: ☐
      Hit Collider:           [green]     ⊘    Fill: ☐
      No Collider:            [white]     ⊘    Fill: ☐
      Throw Collider:         [pink]      ⊘    Fill: ☐
      Physically Invincible:  [gray]      ⊘    Fill: ☐
      Projectile Invincible:  [cyan]      ⊘    Fill: ☐
      Throw Hurt Box:         [orange]    ⊘    Fill: ☐
      Attack Hurt Box:        [cyan]      ⊘    Fill: ☐
      Blocking Box:           [blue]      ⊘    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).
- **Gauge Points:** Displays the current gauge 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.

**Recording Tools**

- **Save/Load States:**
- **Record/Playback Tools:**
- **Emulate Playback Physics:**

**Hitbox Colors**

- **Display Collision Mass Gizmo:** Display the collision mass gizmo in the scene view.
- **Color:** The color of different hitbox types.
- **Fill:** Fill the hitbox with color.

Code access:

UFE.config.debugOptions

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

Permanent link:<br>
**http://www.ufe3d.com/doku.php/global:debugoptions?rev=1659472162**

Last update: **2022/08/02 16:29**