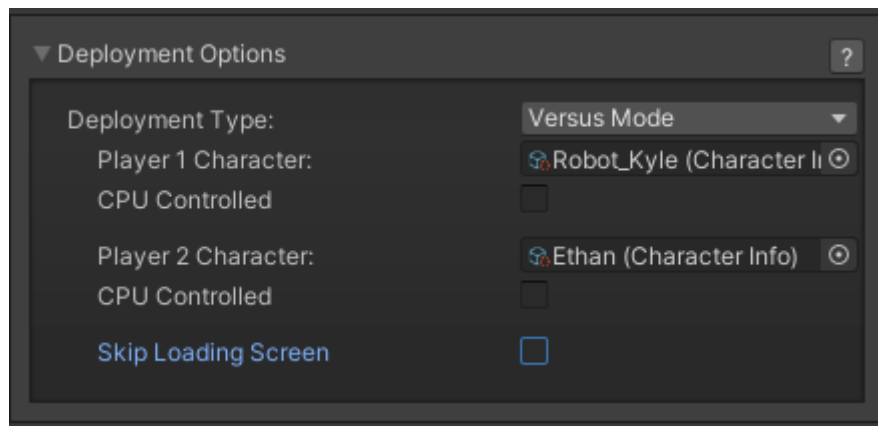


# Debug Options

Allows you to select different ways to initiate the game.



## Deployment Type:

- Full Interface: Starts the game normally, with all GUI Menus.
- Versus Mode: Starts the game in Versus Mode with pre-selected characters.
- Training Mode: Starts the game in Training Mode with pre-selected characters.
- Challenge Mode: Starts the game in Challenge Mode with a pre-selected challenge.

[< Back to Global Editor](#)

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

Permanent link:  
<http://www.ufe3d.com/doku.php/global:deployment?rev=1659422434>

Last update: **2022/08/02 02:40**

