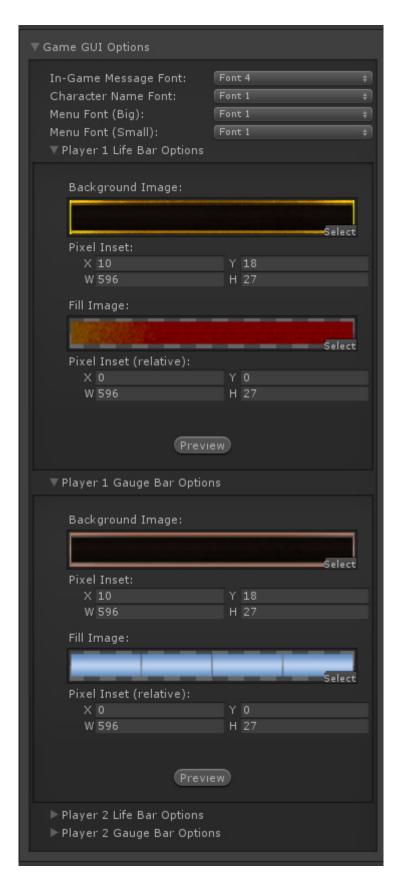
2025/06/20 05:29 1/2 Game GUI Options

Game GUI Options

Here you can set several in-game GUI options and freely use the information in your own GUI scripts. You can check out the example provided at /Scripts/GUIScript.cs (fully commented)



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In-Game Message Font: Whenever the game has to announce something (first hit, round 1, combo) it will use this font.

Character Name Font: The font used in the character's name.

Menu Font (Big): Font used for menus.

Menu Font (Small): Font used for menus.

Life and Gauge Bar Options (Player 1/ Player 2)

Background Image: The background image of this bar.

Fill Image: The fill image of this bar.

Notes:

- The preview does not display changes in the X and Y positions of the background image.
- Fill image position is relative to the background image.
- Don't worry about setting a different inverted position for player 2. Use the same data. UFE will automatically invert the position.

Code Access: UFE.config.guiOptions

From:

http://www.ufe3d.com/ - Universal Fighting Engine

Permanent link:

http://www.ufe3d.com/doku.php/global:gamegui?rev=1386651059

Last update: 2013/12/09 23:50



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