

# Global Editor

Here you can open an existing global settings file or create a new one. For this introduction we will use the UFE\_Config file that comes with the project, which is targeted to the TrainingRoom example provided.

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In the global editor you can set all the general options your fighting game has. From how combos to hit effects, everything can be edit here.

**Project Name:** The name of your project. Changing this variable has no impact in the example provided.

**Start Game Immediately:** For debugging and balancing purposes, you can toggle this option to force the game to ignore all menus and go straight to battle with the selected [characters](#) provided.

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