

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.



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.

Sub-content:

- [Languages](#)
- [Fonts](#)
- [Camera Options](#)
- [Round Options](#)
- [Bounce Options](#)
- [Combo Options](#)
- [Block Options](#)
- [Knock Down Options](#)
- [Hit Effects Options](#)
- [Screen Options](#)
- [Game GUI Options](#)
- [Input Options](#)
- [Stages](#)
- [Characters](#)
- [Advanced Options](#)

[< Back to Universal Fighting Engine - Introduction](#)

From:

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

Permanent link:

<http://www.ufe3d.com/doku.php/global:introduction?rev=1386661007>

Last update: **2013/12/10 02:36**

