

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 scene example provided.

File Location: `./UFE_Config.asset`



In the global editor you can set all the general options your fighting game has. From how combos behave 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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