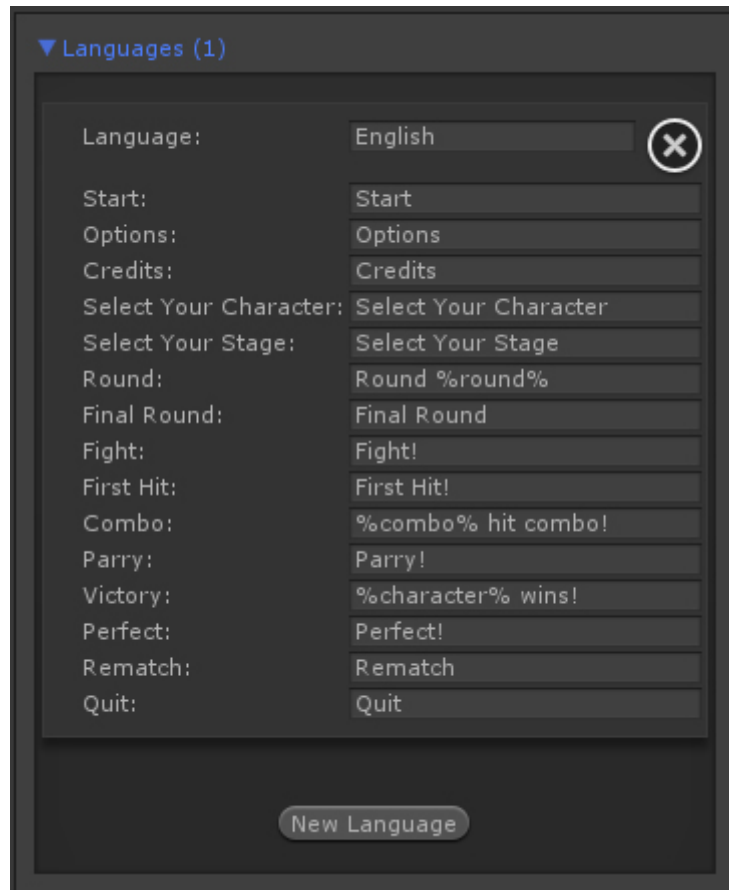# Languages

UFE allows you to store a few lines of texts divided by language so you can offer multiple languages in your product as well as directly access the selected language through code.

Code access: UFE.config.selectedLanguage Example:
Debug.Log(UFE.config.selectedLanguage.Start)

From: