

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

Permanent link:  
<http://www.ufe3d.com/doku.php/global:languages?rev=1386643616>

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