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.

	Credits:	Credits
	Select Your Character:	Select Your Character
	Select Your Stage:	Select Your Stage
	Round:	Round %round%
	Final Round:	Final Round
	Fight:	Fight!
	First Hit:	First Hit!
	Combo:	%combo% hit combo!
	Parry:	Parry!
	Victory:	%character% wins!
	Perfect:	Perfect!
	Rematch:	Rematch
	Quit:	Quit
	New	Language
Code access:		
UFE.config.selectedLanguage		
Code Example:		

Language:

Start: Options:

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=1386657401

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