

# 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.



The screenshot shows a configuration window titled "Languages (1)". It contains a list of text prompts and their corresponding values for the "English" language. The prompts are: Language, Start, Options, Credits, Select Your Character, Select Your Stage, Round, Final Round, Fight, First Hit, Combo, Parry, Victory, Perfect, Rematch, and Quit. The values are: English, Start, Options, Credits, Select Your Character, Select Your Stage, Round %round%, Final Round, Fight!, First Hit!, %combo% hit combo!, Parry!, %character% wins!, Perfect!, Rematch, and Quit. A "New Language" button is located at the bottom.

Language:	English
Start:	Start
Options:	Options
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

## Notes:

- Use %character% to write down the character's name (-if- they can be referenced)
- Use %round% to write down the current round number
- Use %combo% to show the amount of hits in the combo (combo message only)

Code access:

`UFE.config.selectedLanguage`

Code example:

```
Debug.Log(UFE.config.selectedLanguage.Start);
```

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