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.

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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