

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.

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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From:

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

Permanent link:

<http://www.ufe3d.com/doku.php/global:languages?rev=1389202498>

Last update: **2014/01/08 12:34**

