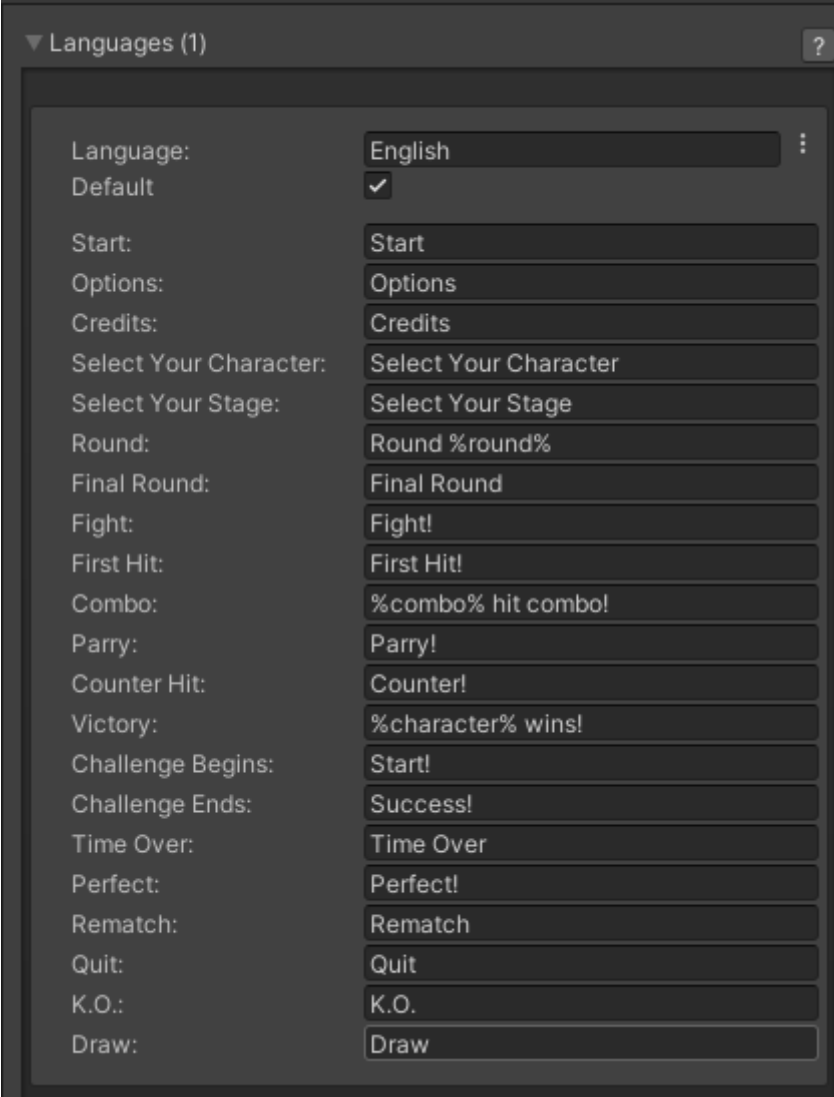


# Languages

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.



▼ Languages (1) ?	
Language:	English
Default	<input checked="" type="checkbox"/>
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!
Counter Hit:	Counter!
Victory:	%character% wins!
Challenge Begins:	Start!
Challenge Ends:	Success!
Time Over:	Time Over
Perfect:	Perfect!
Rematch:	Rematch
Quit:	Quit
K.O.:	K.O.
Draw:	Draw

## 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);
```

[< Back to Global Editor](#)

From:

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

Permanent link:

<http://www.ufe3d.com/doku.php/global:languages?rev=1431647974>

Last update: **2015/05/14 19:59**

