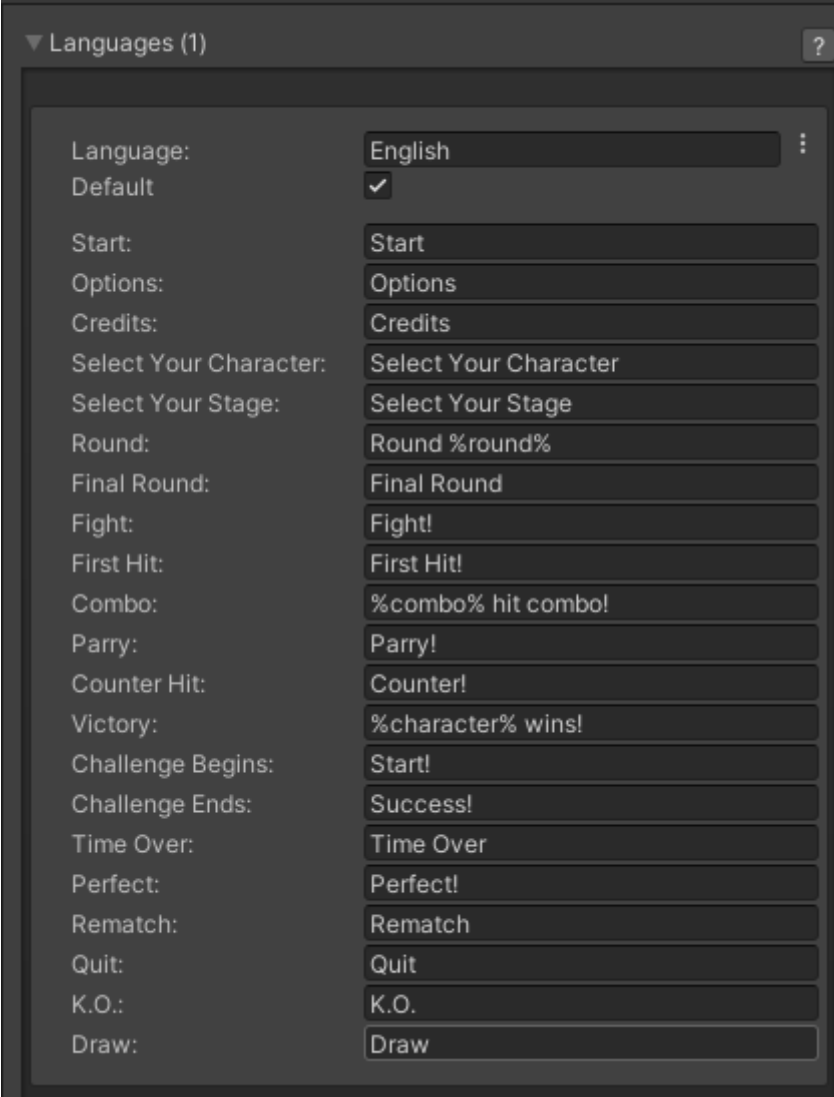


Languages

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)" with a question mark icon in the top right corner. The window contains a list of game-related text prompts on the left and their corresponding values on the right. The "Language" dropdown is set to "English", and the "Default" checkbox is checked. The values for the prompts are as follows:

Prompt	Value
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);
```

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From:

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

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

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