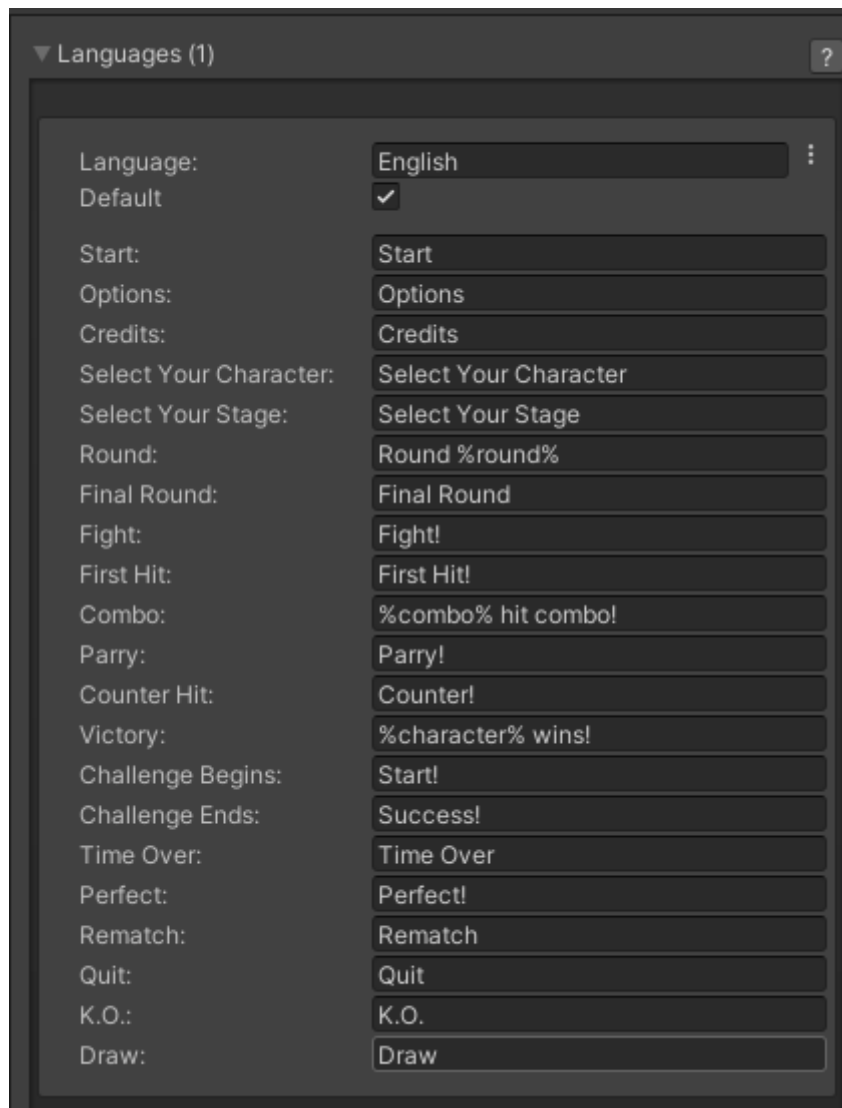


# Languages

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)
- If you want to display Combo Damage (a tutorial on how to add this to the actual game combo display can be found [here](#)).

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=1659473444>

Last update: **2022/08/02 16:50**

