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: Default	English
Start: Options: Credits: Select Your Character: Select Your Stage: Round: Final Round: Fight: First Hit: Combo: Parry: Counter Hit: Victory:	Start Options Credits Select Your Character Select Your Stage Round %round% Final Round Fight! First Hit! %combo% hit combo! Parry! Counter! %character% wins!
Challenge Begins: Challenge Ends: Time Over: Perfect: Rematch: Quit: K.O.: Draw:	Start! Success! Time Over Perfect! Rematch Quit K.O. 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)
- 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);

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