## Languages

(located under GUI Options  $\rightarrow$  In-Game Announcements) 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.

TLanguages (1)	
Language: Default	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!
Counter Hit:	Counter!
Victory:	%character% wins!
Challenge Begins:	Start!
Challenge Ends:	Success!
Time Over:	Time Over
Perfect:	Perfect!
Rematch:	Rematch
Quit:	Quit
к.о.:	К.О.
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)
- 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:

 ${\tt UFE.config.selectedLanguage}$ 

Code example:

Debug.Log(UFE.config.selectedLanguage.Start);

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