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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