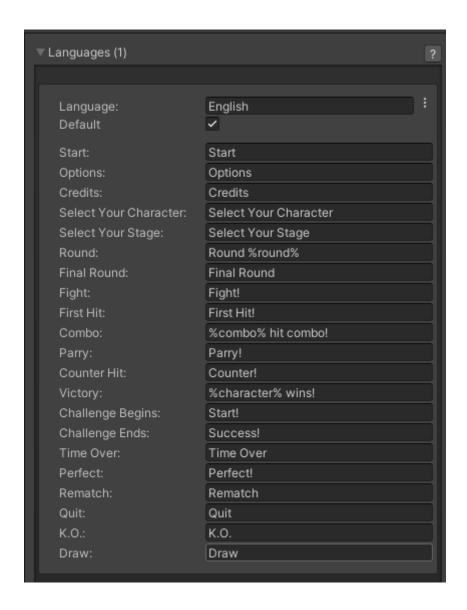
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Languages

(located under GUI Options → 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.



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

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Code example:

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

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