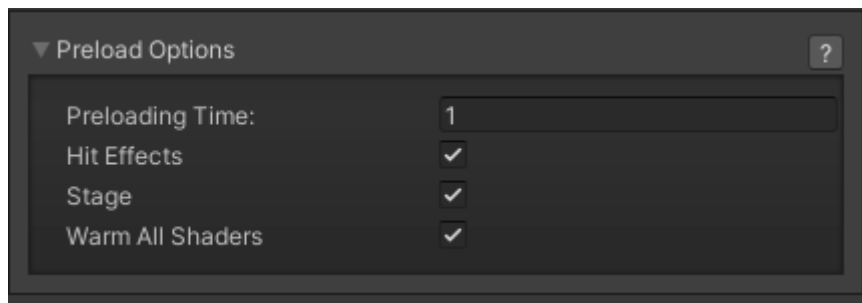


# Preload

Before the battle starts UFE attempts to preload some of the Game Objects. Select (or deselect) if you feel like this is causing issues in your game.



**Hit Effects:** Untoggle to stop the engine from pre-loading the Game Objects from [Global Editor -> Hit Effects](#).

**Player 1/2 Character & Moves:** Untoggle to stop the engine from searching and pre-loading every Game Object from the character files that are about to fight and their respective moves.

**Stage:** Untoggle to stop the engine from loading the selected stage prefab.

**Warm All Shaders:** Run Unity's own Preloader technique before the battle starts. (for more information [click here](#))

**Freeze Timer:** If toggled the timer will stop running.

**Player 1/2 Life/Gauge:** Choose how the life bar (or gauge) for each player will behave. If Normal is selected the game will end just as if it was a normal game. If Refill is selected the gauge will refill after Refill Time. If Infinite is selected the bar(s) will always stay full.

**Refill Time (seconds):** How long of no activity should the engine wait before refilling the bar (in case Refill is selected in any of the fields above).

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Code access:

`UFE.config.trainingMode`

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From:

<http://www.ufe3d.com/> - **Universal Fighting Engine**

Permanent link:

<http://www.ufe3d.com/doku.php/global:preload?rev=1431657585>

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