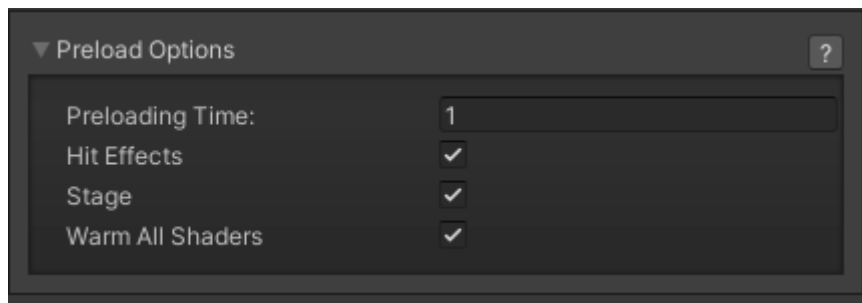# Preload

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)

Code access:

UFE.config.preloadOptions

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