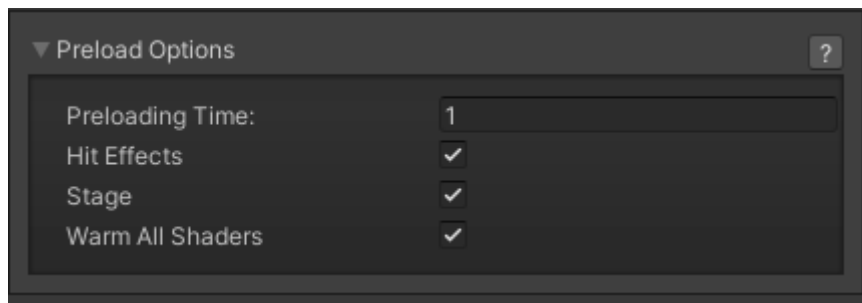


# Preload

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](#).

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

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

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Code access:

UFE.config.preloadOptions

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[< Back to Global Editor](#)

From:

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

Permanent link:

<http://www.ufe3d.com/doku.php/global:preload?rev=1659726455>

Last update: **2022/08/05 15:07**

