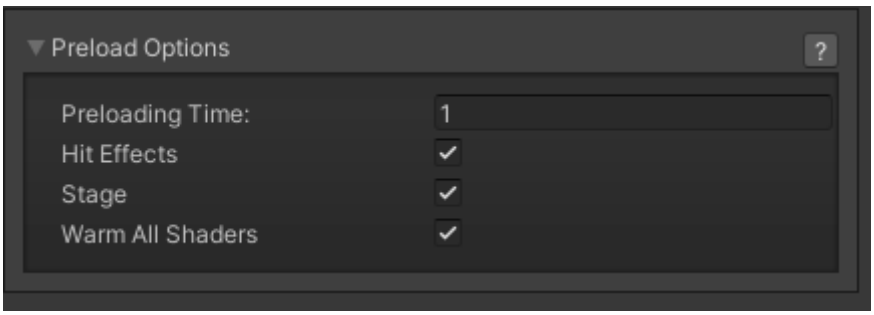
Preload

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)

Code access:

```
UFE.config.preloadOptions
```

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

Permanent link:
http://www.ufe3d.com/doku.php/global:preload?rev=1659726455

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