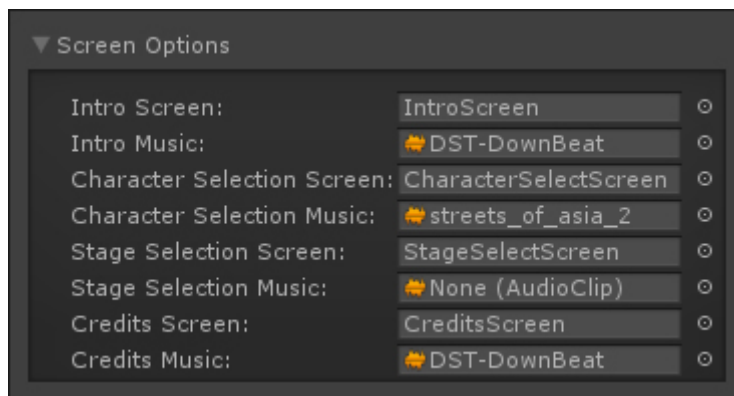


# Screen Options

Create your own GUI prefabs and, through the open source code examples, make your game menus (aka, menu screens). Drag your prefabs to these options so you can easily fade through menus using UFE built in functions.



**Intro Screen:** A prefab containing your GUI scripts and elements for this screen.

**Intro Music:** A song that will be played when this screen opens.

**Character Selection Screen:** A prefab containing your GUI scripts and elements for this screen.

**Character Selection Music:** A song that will be played when this screen opens.

**Stage Selection Screen:** A prefab containing your GUI scripts and elements for the intro screen.

**Stage Selection Music:** A song that will be played when this screen opens.

**Credits Screen:** A prefab containing your GUI scripts and elements for the intro screen.

**Credits Music:** A song that will be played when this screen opens.

---

Code access:

```
UFE.StartIntro(float fadeOutTime)
```

```
UFE.StartCharacterSelect(float fadeOutTime)
```

```
UFE.StartStageSelect(float fadeOutTime)
```

```
UFE.StartCredits(float fadeOutTime)
```

Code example:

```
void StartCharacterSelect(){
    UFE.StartCharacterSelect(2);
}
```

[< Back to Global Editor](#)

From:

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

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<http://www.ufe3d.com/doku.php/global:screen?rev=1386659501>

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