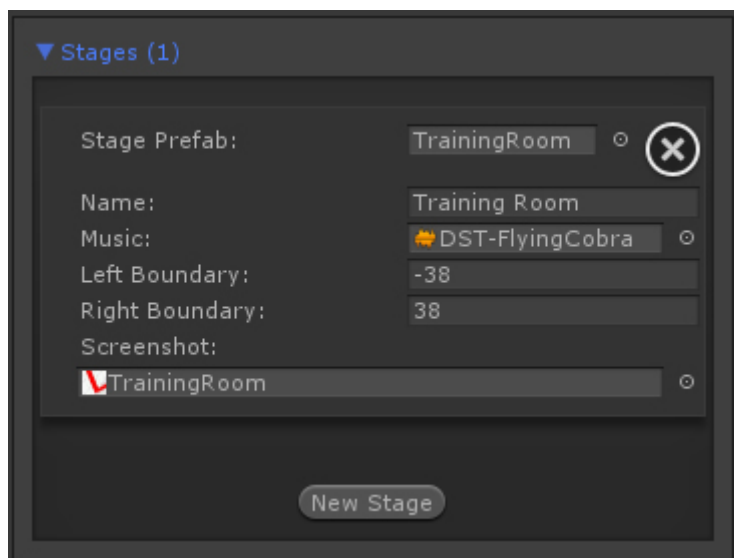# Stage Options

Here you can setup the stages in your game. *Coming soon: Interactables*

Stage Prefab: A prefab containing your stage model. Note: Your stage must have a plane mesh under the layer "Ground". Check the TrainingRoom prefab example.

Stage Name: The name of this stage.

Music: A song that will be played during the game when this stage is selected.

Left Boundary: How far to the left the characters can walk to.

Right Boundary: How far to the right the characters can walk to.

Ground Friction: How "slippery" the ground is. The smaller the value, the more slippery it is.

Screenshot: A screenshot of this stage.

Video Tutorial

Video

Code access:

`UFE.config.selectedStage`

`UFE.config.stages`

Code example:

```
Camera.main.audio.clip =
UFE.config.selectedStage.music;
```

[< Back to Global Editor](#)

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

Permanent link:
http://www.ufe3d.com/doku.php/global:stages?rev=1466282810

Last update: **2016/06/18 16:46**