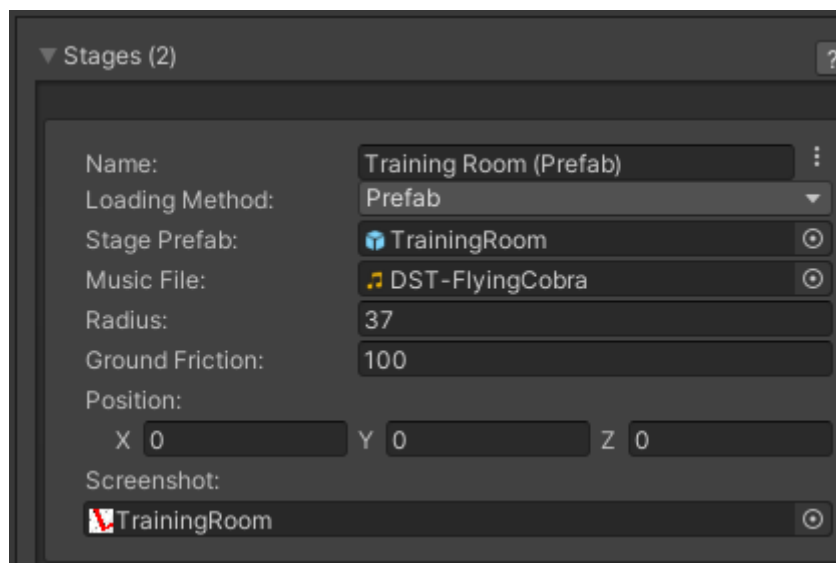# Stage Options

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



## Loading Method

**Stage Prefab/Stage Music**

- *Legacy*: Loads the prefab along with the game.
- *Resources Folder (PRO/Source only)*: Loads the prefab files from the Resources folder. If this option is selected you need to write the path of the file into the fields that will appear under the stage options below. The Resources Folder can be located anywhere under your project (there is one located under `.UFE\`)

## Stage Info

**Stage Prefab (Legacy):** A prefab containing your stage model. Note: Your stage must have a plane mesh under the layer "Ground". Check the Training Room prefab example.

**Stage/Music Resource Path:** Write the path of the file beginning from the Resources folder. (Ex. type in `Stages\Stage.prefab` if the file is located under `.Resources\Stages\Stage.prefab`)

**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.

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# Video Tutorial

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Video

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Code access:

UFE.config.selectedStage

UFE.config.stages

Code example:

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

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