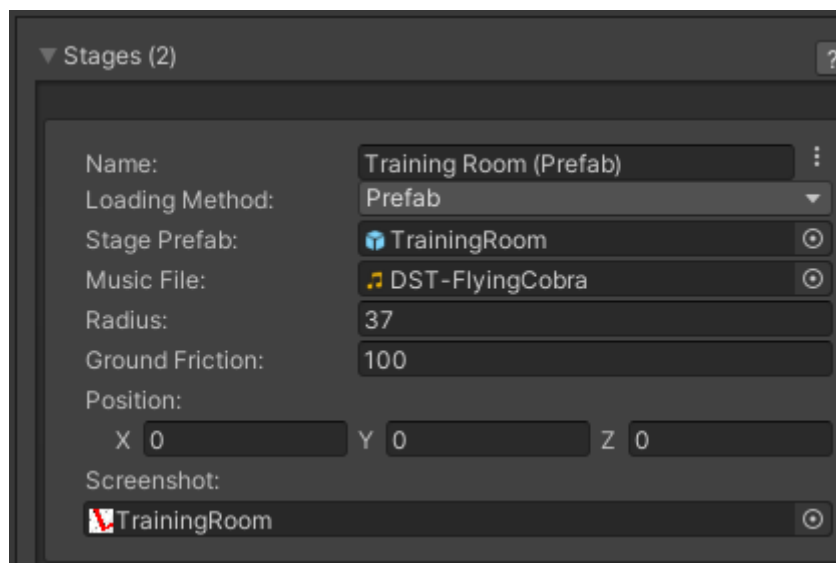# Stage Options

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

Loading Method (PRO/Source)

Stage Prefab/Stage Music

- *Legacy*: Loads the prefab along with the game.
- *Resources Folder*: 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. Example: Type in `Stages\Stage.prefab` if the file is located under `.Resources\Stages\Stage.prefab`. 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.

Stage/Music Resource Path: Write the path of the file beginning from the Resources folder.

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.

Note: Your stage prefab must have a plane mesh under the layer "Ground". Check the Training Room prefab example.

Video Tutorial

Code access:

```
UFE.config.selectedStage
```

```
UFE.config.stages
```

Code example:

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

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Last update: **2016/11/20 18:14**