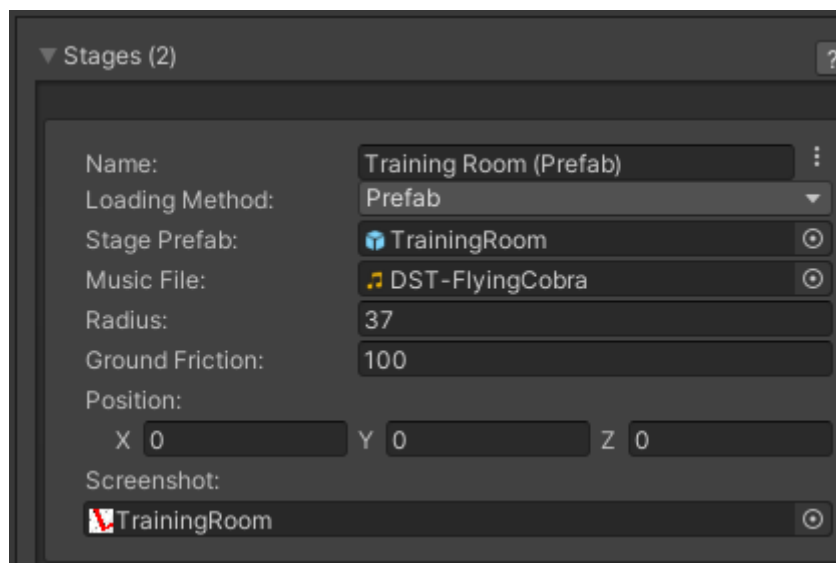


# Stage Options

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 if the file is located under .Resources\Stages\Stage.prefab. The Resources Folder can be placed anywhere in 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



Video

Code access:

```
UFE.config.selectedStage
```

```
UFE.config.stages
```

Code example:

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

[< Back to Global Editor](#)

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Last update: **2021/05/05 23:06**

