

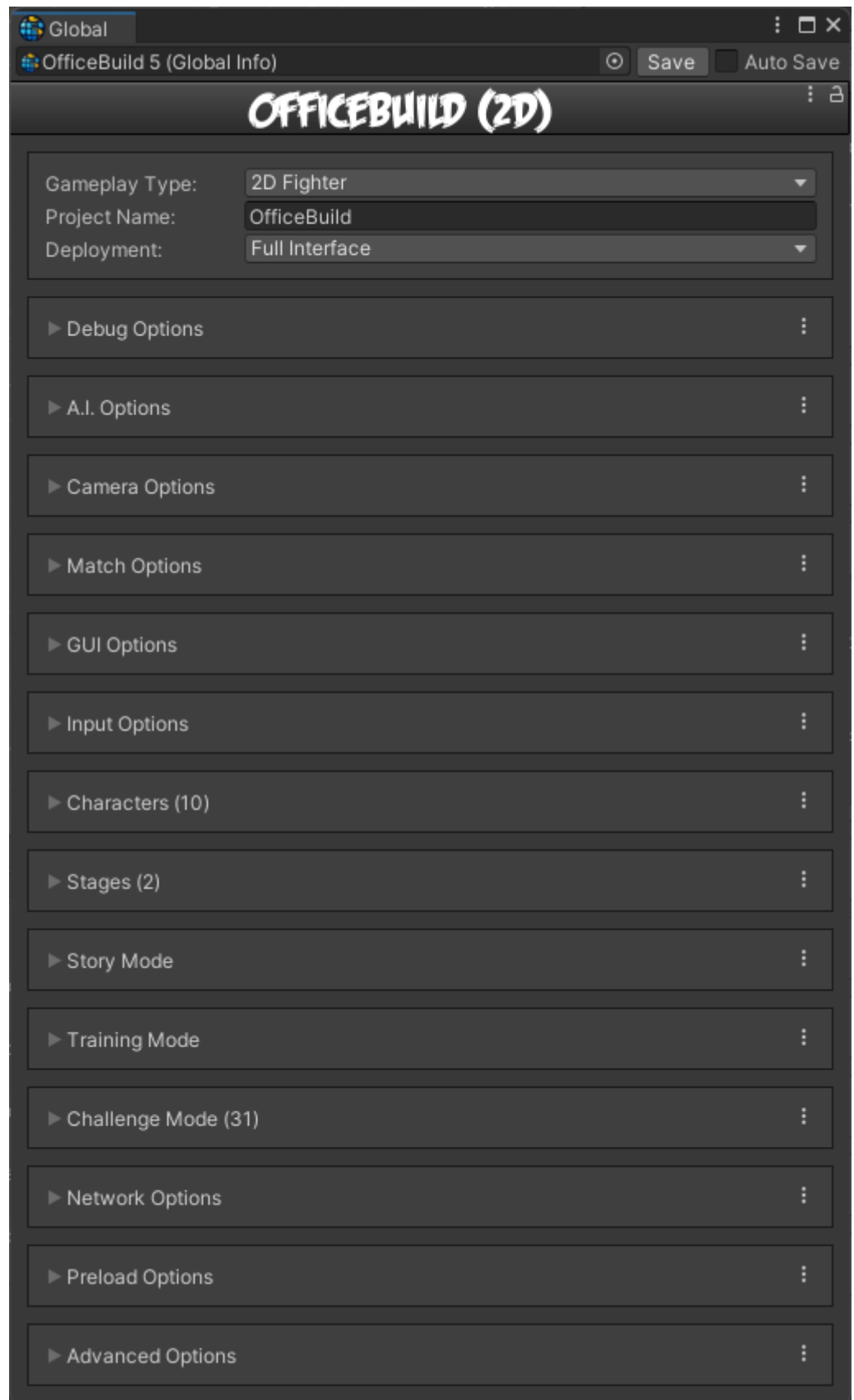
# Global Editor

Here you can open an existing global settings file or create a new one. For this introduction we will use the UFE\_Config file that comes with the project, which is targeted to the TrainingRoom scene example provided.

- Demo file: `.\UFE\Demos\_2DFighter\Config_2D_Fighter.asset`
- Script reference:
  - (Open Source) `.\UFE\Engine\Scripts\Core\Definitions\GlobalInfo.cs`
  - (Compiled) `.\UFE\Engine\Plugins\UFE.dll\GlobalInfo`

To create a new config file for the Global Editor, in the project window click on Create → U.F.E. → Config File.

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In the global editor you can set all the general options your fighting game has.

**Gameplay Type:** Select a gameplay type. Different selections shows different options in some of the editors (like [Camera](#) or [Position](#) Settings). Check the demos provided (</UFE/Demos/>) for examples on how UFE can be used.

**Project Name:** The name of your game or project.

**Deployment:** Allows you to select different ways to initiate the game. You can use this option to separate the built-in GUI and load UFE's game engine directly through scene calling.

- **Full Interface:** Starts the game normally, with all [GUI Menus](#).
- **Versus Mode:** Starts the game in Versus Mode with pre-selected characters.
- **Training Mode:** Starts the game in [Training Mode](#) with pre-selected characters.
- **Challenge Mode:** Starts the game in [Challenge Mode](#) with a pre-selected challenge.

**Skip Loading Screen:** Skips the loading screen for Versus or Training Mode.

**Sub-content:**

- [Debug Options](#)
- [AI Options](#)
- [Camera Options](#)
- [Match Options](#)
- [GUI Options](#)
- [Input Options](#)
- [Characters](#)
- [Stages](#)
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- [Training Mode](#)
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## Videos

For more video tutorials visit [UFE's official youtube channel](#).



## Video

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<https://ufe3d.com/doku.php/global:start>

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