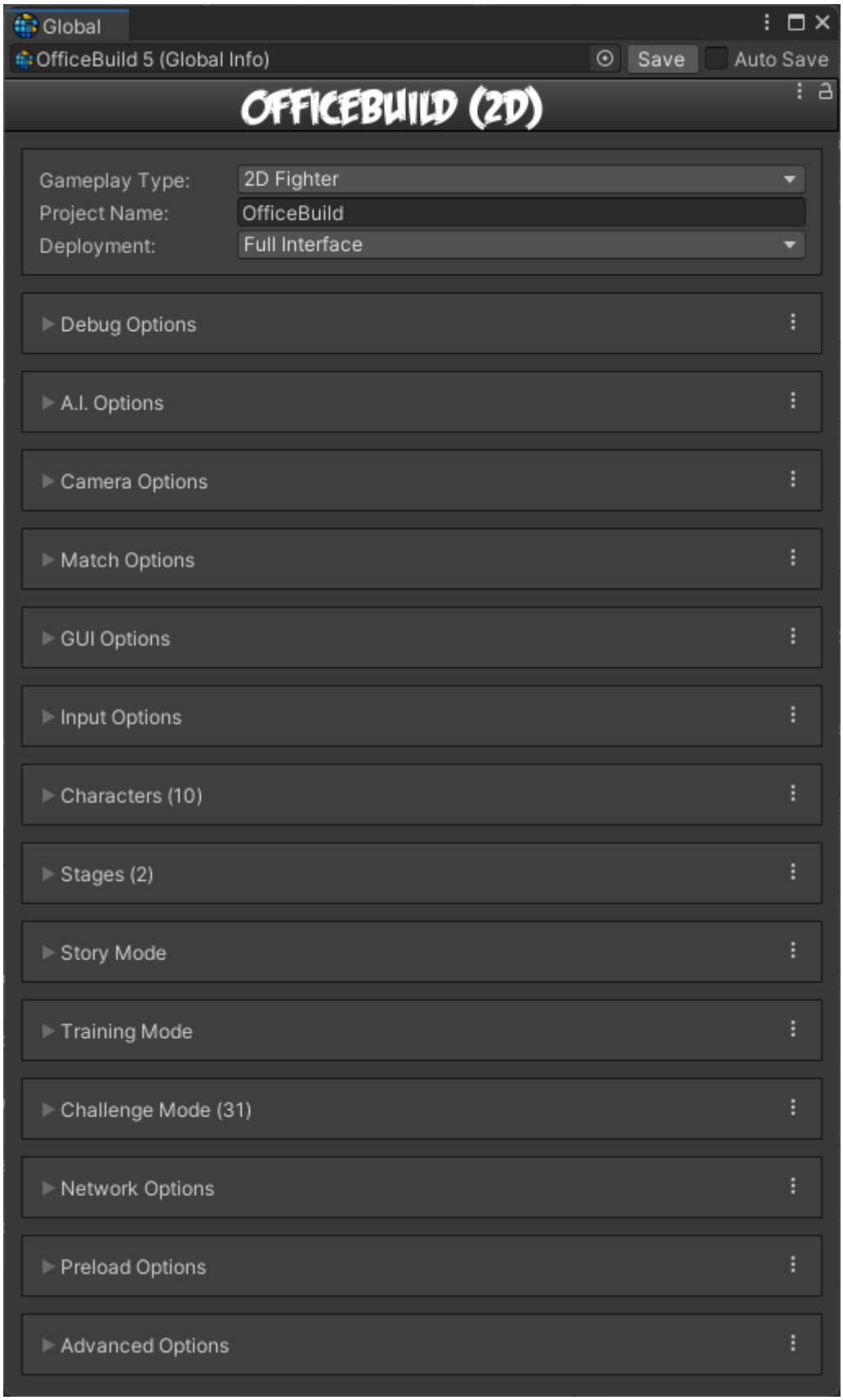
Global Editor

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\(Demo_Selected)\(Demo_Selected)_Config.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 file for the Global Editor, in the project window click on `Create → U.F.E. → Config File`.



In the global editor you can set all the general options your fighting game has. From how combos behave to hit effects, everything can be edited here.

Project Name:: The name of your project. Changing this variable has no impact in the example provided.

Gameplay Type:: Select a gameplay type.

Sub-content:

- Debug Options
- Deployment Options
- AI Options
- Languages
- Camera Options
- Character Rotation Options
- Round Options
- Counter Hit Options
- Combo Options
- Bounce Options
- Block Options
- Knock Down Options
- Hit Effects Options
- Input Options
- Stages
- Characters
- GUI Options
- Story Mode
- Training Mode
- Challenge Mode
- Preload Options
- Advanced Options
- Network Options

Videos

For more video tutorials visit UFE's official youtube channel.

< Back to Universal Fighting Engine - Introduction

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Last update: **2022/11/22 00:39**