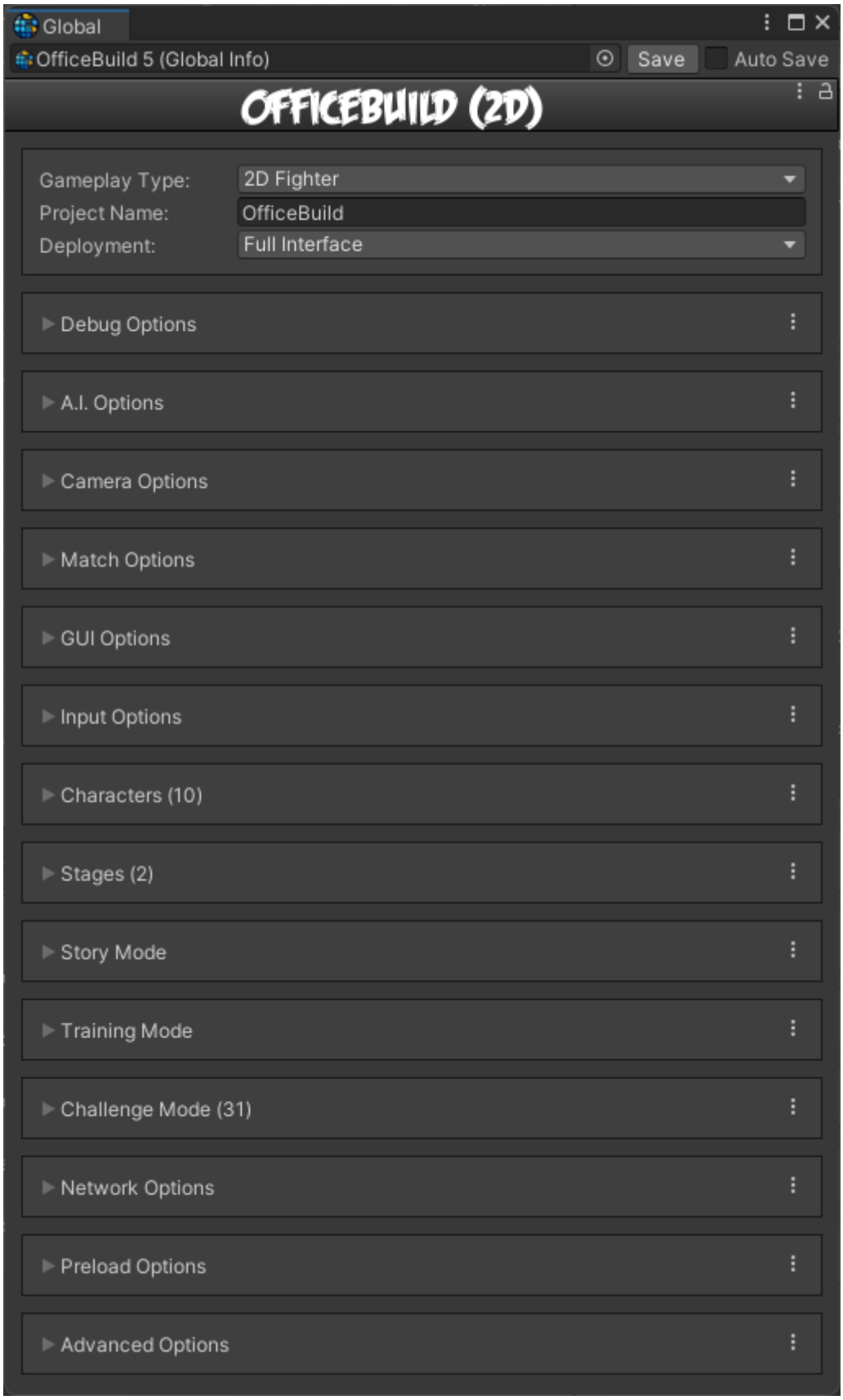
Global Editor

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
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- Challenge Mode
- Preload Options
- Advanced Options
- Network Options

Videos

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

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