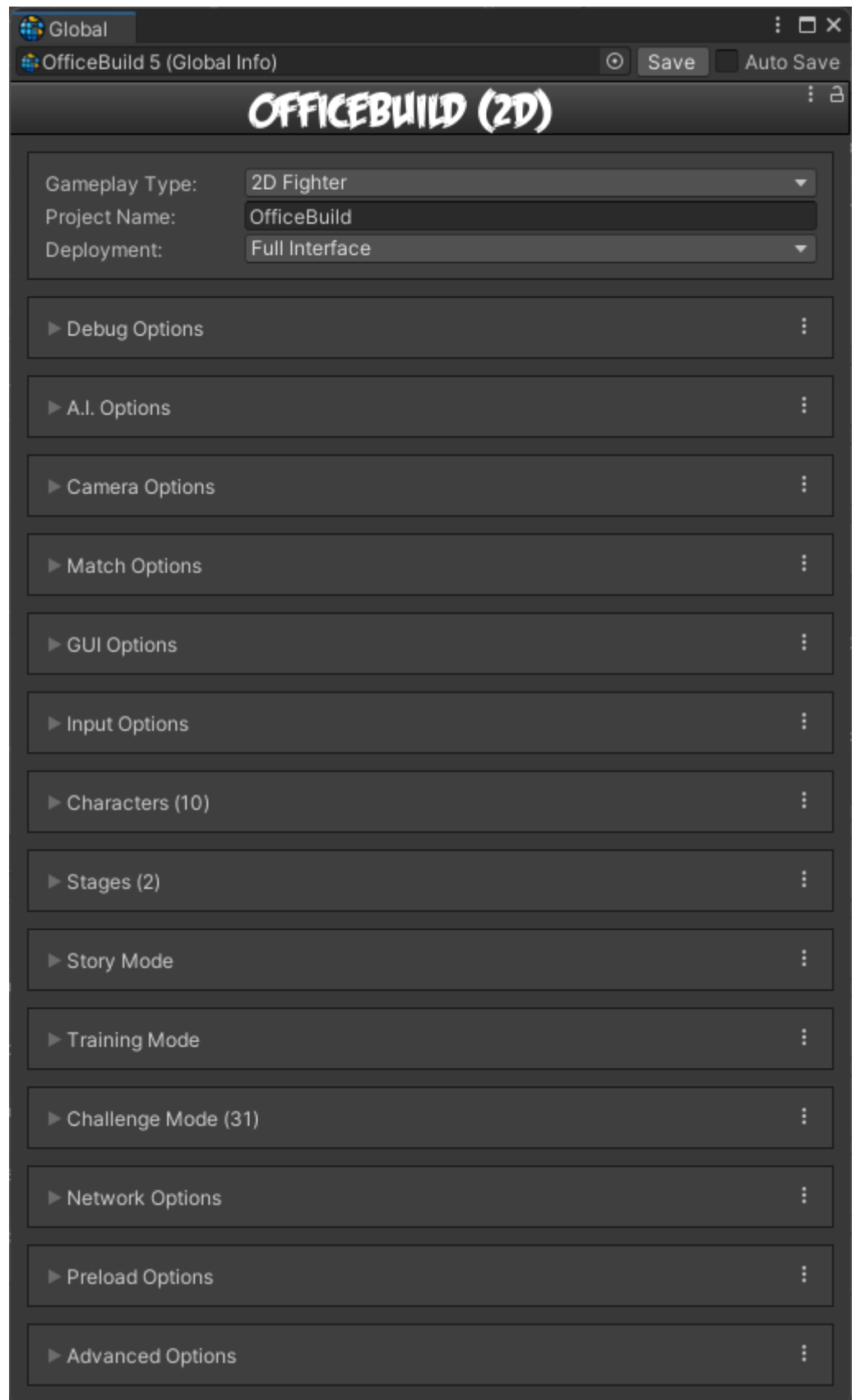


Global Editor

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 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](#)
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Videos

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Video

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