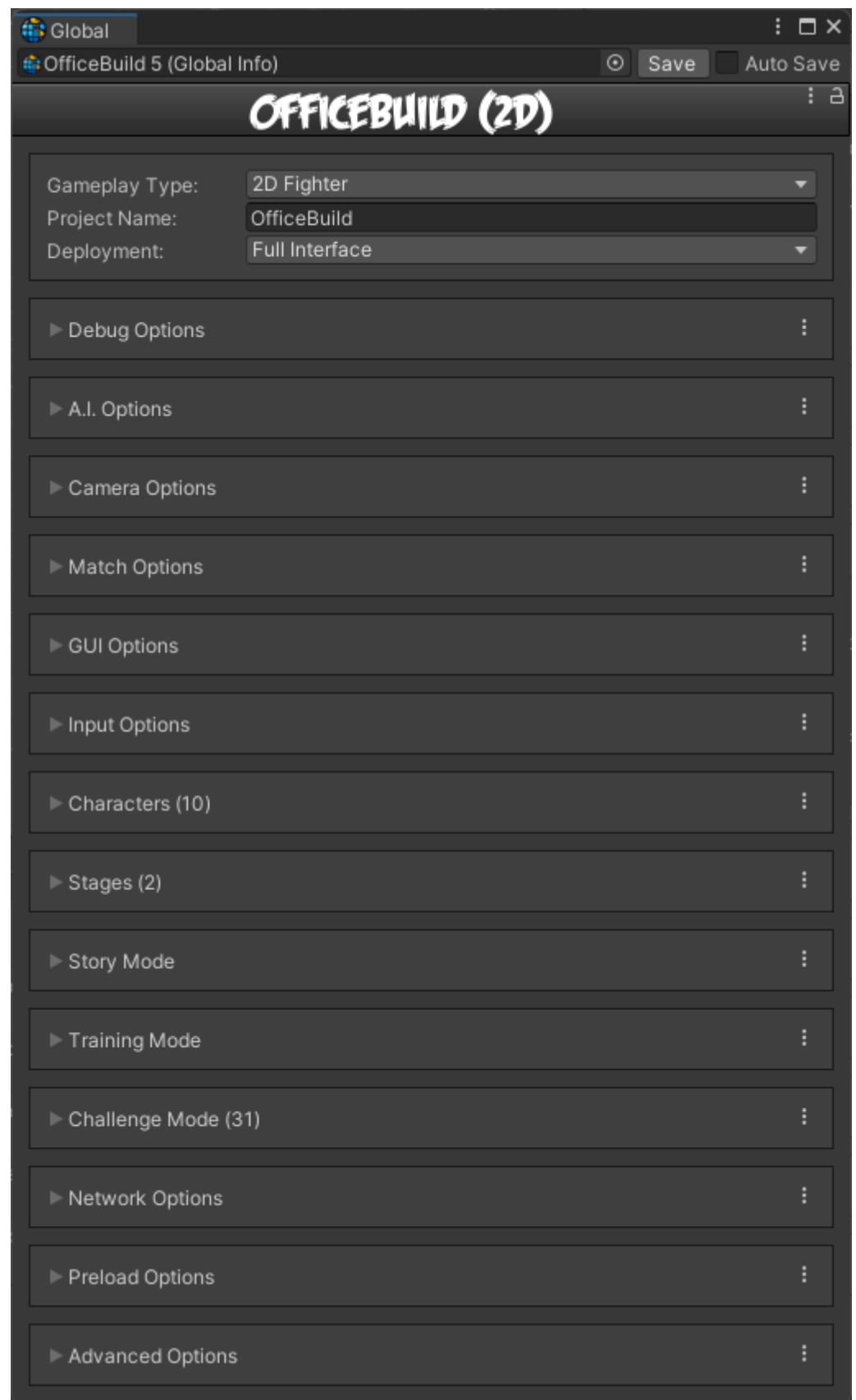


Global Editor

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.



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.

Gameplay Type: Select a gameplay type.

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

provided.

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. Use this feature for testing only, as some features must be preloaded ahead of the game.

Sub-content:

- [Debug Options](#)
- [AI Options](#)
- [Camera Options](#)
- [Match Options](#)
- [GUI Options](#)
- [Input Options](#)
- [Characters](#)
- [Stages](#)
- [Story Mode](#)
- [Training Mode](#)
- [Challenge Mode](#)
- [Network Options](#)
- [Preload Options](#)
- [Advanced Options](#)

Videos

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



Video

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