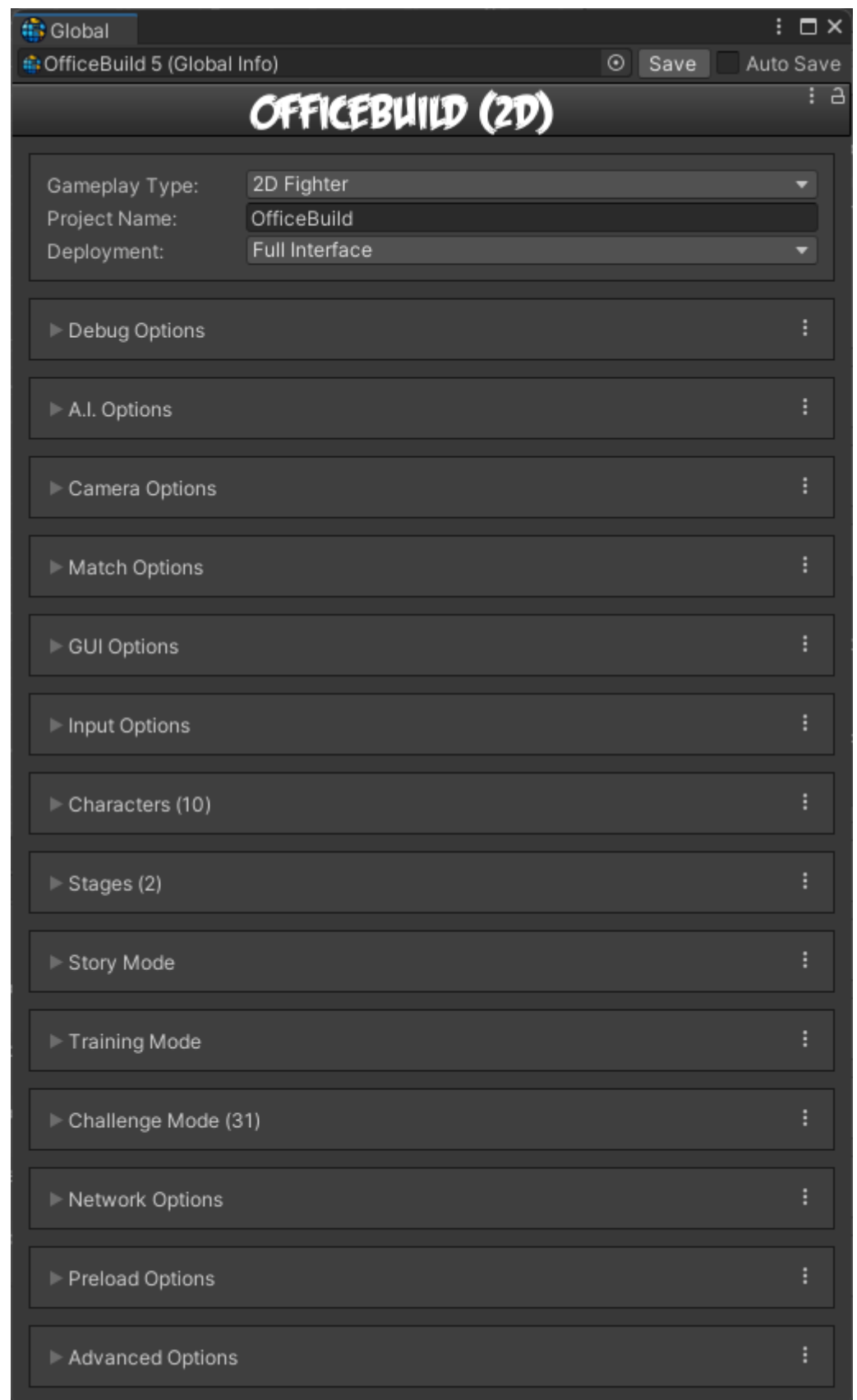


Global Editor

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.

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 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](#)
- [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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