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.

- Demofile: .\UFE\Demos_2DFighter\Config_2D_Fighter.asset
- Script reference:
 - \circ (Open Source) . \UFE\Engine\Scripts\Core\Definitions\GlobalInfo.cs
 - \circ (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 \rightarrow U.F.E. \rightarrow Config File.

🌐 Global			: 🗆 ×
🔹 OfficeBuild 5 (Global Info) 💿 Save 📃 Auto			uto Save
	OFFICEBUILD (2D)		: 2
Gameplay Type: Project Name: Deployment:	2D Fighter OfficeBuild		•
	Full Interface		•
▶ Debug Options			
► A.I. Options			
► Camera Options			
▶ Match Options			
► GUI Options			
► Input Options			
► Characters (10)			
▶ Stages (2)			
► Story Mode			
► Training Mode			
► Challenge Mode (3	31)		
▶ Network Options			
▶ Preload Options			
► Advanced Options			

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:

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- Al Options
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Videos

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



Video

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Permanent link: http://www.ufe3d.com/doku.php/global:start?rev=1733733044



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