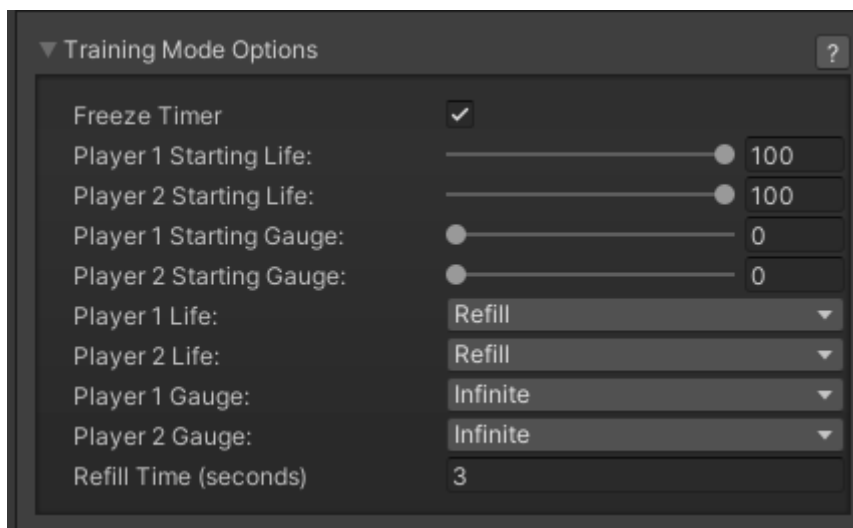


# Training Mode

Set the options that will become active when the player selects the Training Mode option or toggles [Debug Options -> Play in Training Mode](#).



**Freeze Timer:** If toggled the timer will stop running.

**Player 1/2 Starting Life/Gauge:** The initial value for the life bar and gauge to start from when in Training Mode.

**Player 1/2 Life/Gauge:** Choose how the life bar (or gauge) for each player will behave. If Normal is selected the game will end just as if it was a normal game. If Refill is selected the gauge will refill after Refill Time. If Infinite is selected the bar(s) will always stay full.

**Player 1/2 Life:** Choose how the life bar for each player will behave.

- **Normal:** If Normal is selected the game will end just as if it was a normal game.
- **Refill:** If Refill is selected the gauge will refill after Refill Time.
- **Infinite:** If Infinite is selected the life bar will always stay full.

**Player 1/2 Gauge:** Choose how the gauge for each player will behave.

- **Normal:** If Normal is selected the gauge will behave like normal.
- **Refill:** If Refill is selected the gauge will refill after Refill Time.
- **Infinite:** If Infinite is selected the gauge will always stay full.

**Refill Time (seconds):** How long of no activity should the engine wait before refilling the bar (in case Refill is selected in any of the fields above).

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Code access:

`UFE.config.trainingMode`

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<http://www.ufe3d.com/> - **Universal Fighting Engine**

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<http://www.ufe3d.com/doku.php/global:trainingmode?rev=1659726361>

Last update: **2022/08/05 15:06**

