

Requirement

- Some knowledge of fighting game terminologies and overall understanding of how it works (hit boxes, active frames, hit stun etc.)
 - Unity 2019 or higher
 - **Basic understanding of Unity:**
 - Know your way around the basic tools (project, inspector, hierarchy, console, scene view)
 - Terminologies
 - How to use [prefabs](#)
 - Know what the [Console Window](#) is and how to read it.
 - How to handle your own 3D models and animations
 - How to research
 - For more information and full documentation please visit ufe3d.com
 - For more on Unity, visit unity3d.com
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Package

Asset Store:

- Go to Window > Asset Store > Downloaded Assets
- Select UFE 2 and click on the Import/Update button.

Payhip:

- Double click the unitypackage file or
 - Go to Main Menu > Assets > Import Package > Custom Package
 - Browse to the location of the downloaded unitypackage and open it.
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Project Settings

Upon installation UFE will attempt to automatically update the Input Manager under Project Settings. If this fails, you might end up with a few errors such as controls not working or characters falling off the screen. A common description of this error can be found in the Unity's error console as "*UnityException: Input Axis (..) is not setup*". To fix this error and update your Input Manager settings follow these steps:

- Close Unity.
 - Using the explorer and navigate to (Project Folder)\Assets\UFE\Engine\ProjectSettings
 - Open ProjectSettings.zip
 - Extract its content to (Project Folder)\ProjectSettings
 - Reopen your project in Unity
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Getting Started

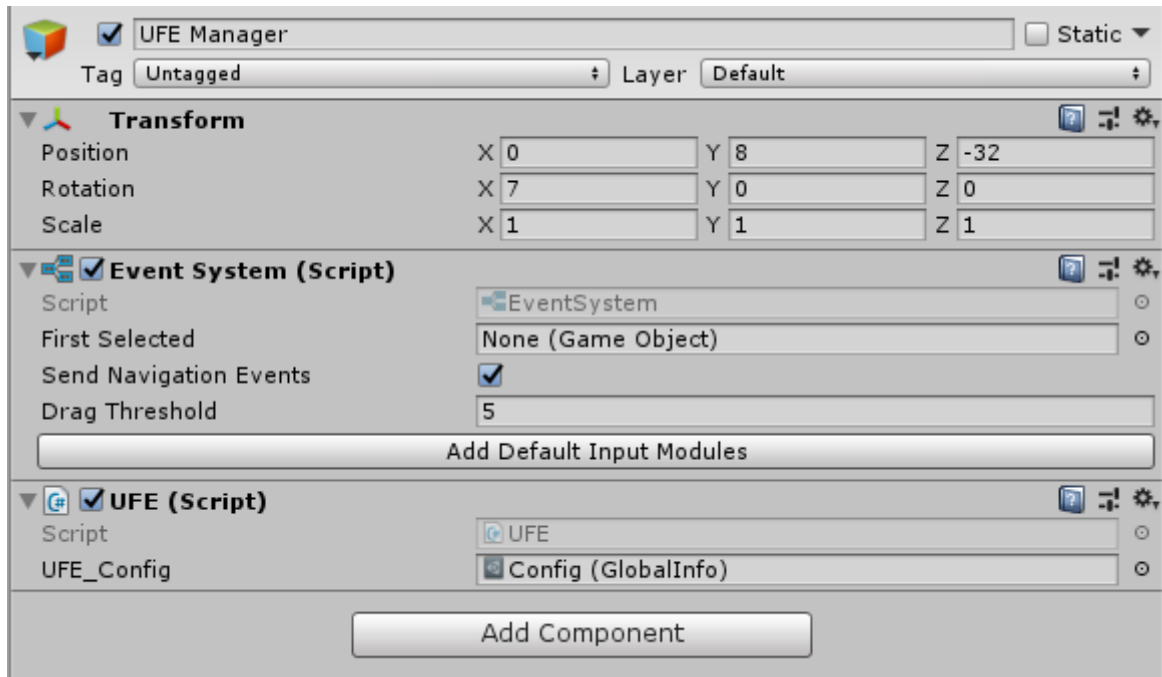


Opening the demo files:

- Navigate to UFE\Demos\ and open any of the following scenes to start the demo:
 - UFE\Demos_2DFighter\Demo 2D Fighter (Full Interface).unity
 - UFE\Demos_2DFighter\Demo 2D Fighter (Versus Mode Only).unity
 - UFE\Demos_3DArena\Demo 3D Arena.unity
 - UFE\Demos_3DFighter\Demo 3D Fighter (Type 1).unity
 - UFE\Demos_3DFighter\Demo 3D Fighter (Type 2).unity
- The global configuration file is under the same folder (Config_PROJECTNAME.asset). To open the file, click on [Open U.F.E. Global Config](#) under the inspector.
- To edit a [Character](#) file, navigate to [Demo]\Characters\[Character]\[Character].asset or, under the [Global Editor](#), select [Characters](#).
- To edit a [Move](#) file, unfold the [Move Set option](#) under the [Character Editor](#) or navigate to .\[Demo]\Characters\[Character]\Moves\[Move].asset.
- You can also open any of the editors from the top toolbar under Window → U.F.E..
- To create a new UFE file, under the Project Tab, click Create→UFE and select the file of your choice.
- The best way to get used to the tool is playing with the template files. Once you get used to the interface, start watching our [videos](#) and navigate through the [content](#).

Starting a new scene:

- Click File > New Scene
- Make sure you have a camera on scene (Hierarchy view).
- Create a new Game Object, click Add component and type UFE.
- Drag your [Global Config](#) file under UFE_Config, make sure you have your characters and moves setup and hit play.



Updates

To update an existing copy of your UFE follow [these instructions](#). If you are updating from **UFE 1** to **UFE 2**, follow [these instructions](#) after importing your project.

Related Videos

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



Video

[< Back to Universal Fighting Engine - Introduction](#)

From:

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

Permanent link:

<http://www.ufe3d.com/doku.php/installation?rev=1688122686>

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