

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

Alternatively, this error could be caused by having an extra input event system active in your scene. UFE spawns its own event system.

Getting Started

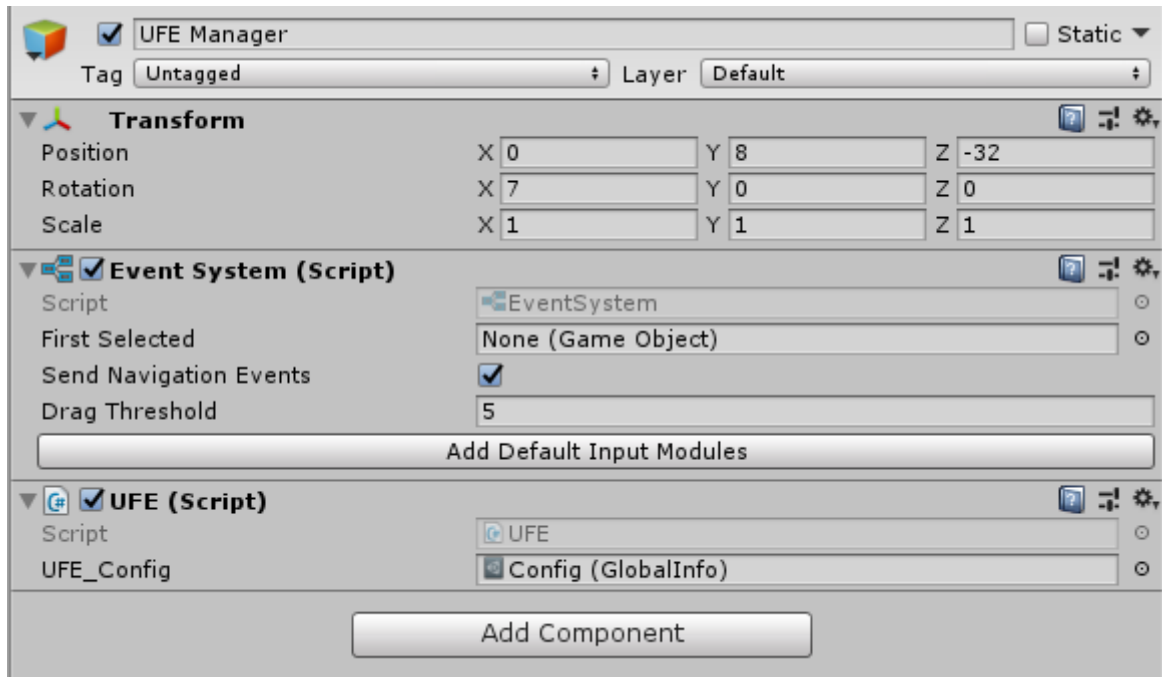


Opening the demo files:

- Navigate to UFE\Demos\ and open any of the following scenes to start the demo:
 - UFE\Demos_2DFighter\Demo 2D Fighter.unity
 - UFE\Demos_2DFighter\Shell_Mode\Demo 2D Fighter (Shell).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>

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