

UFE Coding (Advanced)

Besides visual tools, UFE also comes with several easy to use classes, events and methods all done in C#.

You can find usage examples under UFE\Engine\Scripts\UI\Base\BattleGUI.cs ([Source](#)) and UFE\Engine\Scripts\UI\Templates\DefaultBattleGUI.cs.

Example

```
void OnAwake(){
    /* Subscribe to UFE events:
    * Possible Events:
    * OnLifePointsChange(float newLifePoints, CharacterInfo player)
    * OnNewAlert(string alertMessage, CharacterInfo player)
    * OnHit(MoveInfo move, CharacterInfo hitter)
    * OnBlock(MoveInfo move, CharacterInfo blocker)
    * OnParry(MoveInfo move, CharacterInfo blocker)
    * OnMove(MoveInfo move, ControlsScript player)
    * OnRoundEnds(CharacterInfo winner, CharacterInfo loser)
    * OnRoundBegins(int roundNumber)
    * OnGameEnds(CharacterInfo winner, CharacterInfo loser)
    * OnGameBegins(CharacterInfo player1, CharacterInfo player2,
    StageOptions stage)
    *
    * usage:
    * UFE.OnMove += YourFunctionHere;
    * .
    * .
    * void YourFunctionHere(T param1, T param2){...}
    *
    * The following code shows more usage examples
    */
    UFE.OnGameBegin += this.OnGameBegin;
    UFE.OnGameEnds += this.OnGameEnd;
    UFE.OnGamePaused += this.OnGamePaused;
    UFE.OnRoundBegins += this.OnRoundBegin;
    UFE.OnRoundEnds += this.OnRoundEnd;
    UFE.OnLifePointsChange += this.OnLifePointsChange;
    UFE.OnNewAlert += this.OnNewAlert;
    UFE.OnHit += this.OnHit;
    UFE.OnBlock += this.OnBlock;
    UFE.OnParry += this.OnParry;
    UFE.OnMove += this.OnMove;
    UFE.OnTimer += this.OnTimer;
    UFE.OnTimeOver += this.OnTimeOver;
    UFE.OnInput += this.OnInput;
```

```
}

void OnStart(){
    UFE.StartIntroScreen(1f);
}

public void OnGameBegin(CharacterInfo player1, CharacterInfo player2,
    StageOptions stage){
    Debug.Log(player1.character.characterName + " - " + player1.playerNum);
    Debug.Log(player2.character.characterName + " - " + player2.playerNum);

    UFE.PlayMusic(stage.music);
}
```

Global Events

Use these to listen to several in-game events.

```
void OnLifePointsChange(float newLifePoints, CharacterInfo player)
```

Triggered when the a character's life points change.

```
void OnNewAlert(string alertMessage, CharacterInfo player)
```

Triggered when the game fires a new alert (first hit, combo, round 1, etc.).

```
void OnHit(HitBox strokeHitBox, MoveInfo move, CharacterInfo hitter)
```

Triggered whenever a character gets hit.

```
void OnBlock(HitBox strokeHitBox, MoveInfo move, CharacterInfo blocker)
```

Triggered whenever a character blocks.

```
void OnParry(HitBox strokeHitBox, MoveInfo move, CharacterInfo blocker)
```

Triggered whenever a character parries.

```
void OnMove(MoveInfo move, ControlsScript player)
```

Triggered whenever a new move is cast by a character.

```
void OnBasicMove(BasicMoveReference basicMove, CharacterInfo player)
```

Triggered whenever a basic move is cast by a character.

```
void OnButtonPress(ButtonPress buttonPress, CharacterInfo player)
```

Triggered whenever a button is pressed.

```
void OnButtonPress(ButtonPress buttonPress, CharacterInfo player)
```

Triggered whenever a button is pressed.

```
void OnBodyVisibilityChange(MoveInfo move, CharacterInfo player,  
BodyPartVisibilityChange bodyPartVisibilityChange, HitBox hitBox)
```

Triggered whenever [Body Parts Visibility Changes](#) is casted.

```
void OnParticleEffects(MoveInfo move, CharacterInfo player,  
MoveParticleEffect particleEffects)
```

Triggered whenever [Particle Effects](#) is casted in a move.

```
void OnRoundBegins(int roundNumber)
```

Triggered when the round begins.

```
void OnGameBegins(CharacterInfo player1, CharacterInfo player2, StageOptions  
stage)
```

Triggered when the game begins.

```
void OnGameEnds(CharacterInfo winner, CharacterInfo loser)
```

Triggered when the game ends. Use `winner.playerNum` or `loser.playerNum` to know which player is which.

```
void OnTimer(float timer)
```

Triggered whenever the timer ticks and returns the current timer value (float).

```
void OnTimeOver()
```

Triggered when timer runs out.

Public Methods

You can find examples on all these under the following folders:

- .\Scripts\UI\Base\ ([UFE Source and Bundle](#))
- .\Scripts\UI\Templates\ (Any version)

Note: All screen transition methods use the *Default Fade Duration* value under [Global Editor -> GUI Options](#). You can override this value by typing the time (in seconds) as a parameter. Example:

```
void OnStart(){  
    //Fades for 3 seconds before reaching the Main Menu:  
    UFE.StartMainMenuScreen(3f);  
}
```

Main

`UFE.StartMainMenuScreen()`

Fades from the current loaded screen (if any) to the [main menu screen](#).

`UFE.StartOptionsScreen()`

Fades from the current loaded screen to the [options screen](#).

`UFE.StartCharacterSelectionScreen()`

Fades from the current loaded to the [selected character selection screen](#).

`UFE.StartStageSelectionScreen()`

Fades from the current loaded screen to the [stage selection screen](#).

`UFE.StartTrainingMode()`

Starts the [character selection screen](#) and sets `UFE.gameMode` to `GameMode.TrainingMode`. See [Training Mode Options](#) for more information.

`UFE.StartLoadingBattleScreen()`

Fades to [loading screen](#) before starting the game. Its recommended you load the game this way, specially if you are using the [Preload Options](#). Calling this function will use the current defined `GameMode` and characters selected.

`UFE.StartGame()`

Skips the loading screens and fades to the game screen instantly. Calling this function will use the current defined `GameMode` and characters selected.

Extras

```
UFE.StartIntroScreen()
```

Fades from the current loaded screen (if any) to the [selected intro screen](#).

```
UFE.StartCreditsScreen()
```

Fades from the current loaded screen to the [selected credits screen](#).

```
UFE.SetAIDifficulty(AIDifficultyLevel)
```

Sets the difficulty level for the [current AI](#).

```
UFE.Quit()
```

Quits the application.

Versus

```
UFE.StartPlayerVersusPlayer()
```

Starts the [character selection screen](#) and sets `UFE.gameMode` to `GameMode.VersusMode`.

```
UFE.StartCpuVersusCpu()
```

Starts the [character selection screen](#) with `UFE.SetCPU` set to `true` for both players. It also sets `UFE.gameMode` to `GameMode.VersusMode`.

```
UFE.StartPlayerVersusCpu()
```

Starts the [character selection screen](#) with `UFE.SetCPU` set to `true` for player 2. It also sets `UFE.gameMode` to `GameMode.VersusMode`.

```
UFE.StartVersusModeAfterBattleScreen()
```

Starts the option menu that shows after a match on *Versus Mode*.

Story

```
UFE.StartStoryMode()
```

Starts the [character selection screen](#) and sets `UFE.gameMode` to `GameMode.StoryMode`. During

Story Mode `UFE.SetCPU` is set to `true` for player 2 and it runs a series of battles listed under [Story Mode options](#) while following the intro and outro instructions. All subsequent functions are executed automatically after this.

`UFE.StartStoryModeOpeningScreen()`

(*) Starts the [opening](#) screen. This function is automatically called after player selects the character on `GameMode.StoryMode`.

`UFE.StartStoryModeBattle()`

(*) Starts the next battle listed on the [story](#) of this character. This function is automatically called after every conversation on `GameMode.StoryMode`.

`UFE.StartStoryModeContinueScreen()`

(*) Starts the [continue](#) screen. This function is automatically called after the player loses a match on `GameMode.StoryMode`.

`UFE.StartStoryModeConversationBeforeBattleScreen(UFEScreen conversationScreen)`

(*) Starts the conversation before battle listed on the [story](#) for this match. This function is automatically called after each battle on `GameMode.StoryMode`.

`UFE.StartStoryModeConversationAfterBattleScreen(UFEScreen conversationScreen)`

(*) Starts the conversation after battle listed on the [story](#) for this match. This function is automatically called after each battle on `GameMode.StoryMode`.

`UFE.StartStoryModeCongratulationsScreen()`

(*) Starts the [congratulation](#) screen. This function is automatically called after the player defeats all the opponents on `GameMode.StoryMode`.

`UFE.StartStoryModeEndingScreen()`

(*) Starts the [ending](#) screen. This function is automatically called after the congratulations screen on `GameMode.StoryMode`.

`UFE.StartStoryModeGameOverScreen()`

(*) Starts the [game over](#) screen. This function is automatically called after the continue screen timer runs out on `GameMode.StoryMode`.

* These methods are used mostly internally. Make sure you know what you are doing before calling them!

Core Control

```
UFE.SetPlayer1(CharacterInfo player1)
```

Sets the player 1 character (CharacterInfo class).

```
UFE.GetPlayer1()
```

Returns the player 1 selected character (CharacterInfo class).

```
UFE.SetPlayer2(CharacterInfo player2)
```

Sets the player 2 character (CharacterInfo class).

```
UFE.GetPlayer2()
```

Returns the player 2 selected character (CharacterInfo class).

```
UFE.SetCPU(int player, bool cpuEnabled)
```

Set if player (1 or 2) is controlled by the [A.I. engine](#) or a human player. Make sure you set this method *before* the battle begins.

```
UFE.SetLanguage(string language)
```

Set the language to one of the listed [languages](#).

```
UFE.SetStage(string stageName)
```

Set the selected stage to one of the listed [stages](#).

```
UFE.GetStage()
```

Set the selected stage (StageOptions class).

```
UFE.GetFont(FontId fontId)
```

(*Deprecated*) Returns the font (FontOptions class) based on the provided id (FontId enum) (as defined under [global editor's fonts](#)).

```
UFE.GetCurrentMoveSet(CharacterInfo character)
```

Returns the current selected move set (MoveSetData class) from the provided character.

```
UFE.SetLifePoints(float newValue, CharacterInfo character)
```

Set player's life points.

```
UFE.FireAlert(string alertMessage, CharacterInfo character)
```

Fire a new game alert. If you are using `GUIScript.cs`, the character provided will represent the side it will come out.

```
UFE.GetMusic()
```

Is the music on or off.

```
UFE.SetMusic(bool on)
```

Sets music on/off.

```
UFE.LoopMusic(bool loop)
```

Sets music looping mode on/off.

```
UFE.GetSoundFX()
```

Is the sound fx on/off.

```
UFE.SetSoundFX(bool on)
```

Sets sound fx on/off.

```
UFE.GetVolume()
```

Gets audio volume.

```
UFE.SetVolume(float volume)
```

Sets audio volume.

```
UFE.GetInputReference(ButtonPress button, InputReferences[] inputReferences)
```

Get Unity Input Manager's button reference based on an UFE assigned Key.

```
UFE.PlaySound(AudioClip sound)
```

Play a sound FX once (sound fx must be toggled on)

```
UFE.PauseGame(bool pause)
```

Pause Game.

```
UFE.IsPaused()
```

Is the game paused?

Public Variables

All public variables defined on the editors can be found and manipulated live using the following classes:

- Global data: `UFE.config`
- Character data: `UFE.config.player1Character` or `UFE.config.player2Character`
- Move data: `UFE.config.player1Character.moves` or `UFE.config.player2Character.moves`

With the project open, use IntelliSense to reach the desired variable.

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