Stage Options
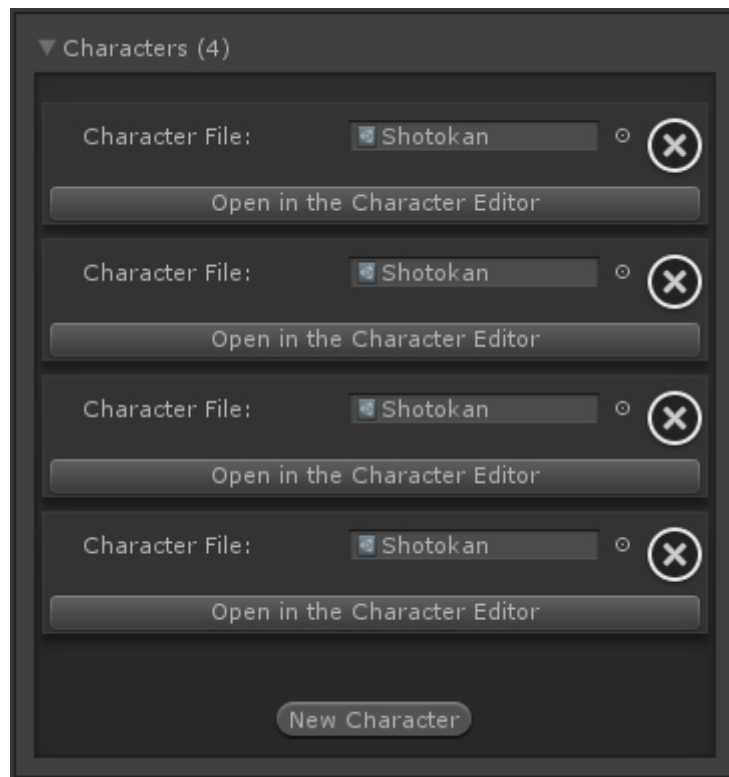
Here you can setup the stages in your game. *Coming soon: Interactables*

Character File: The file representing the character in UFE. It inherits from the class *CharacterInfo*

Code Access:

`UFE.config.player1Character`

`UFE.config.player2Character`

`UFE.config.characters`

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

Permanent link:
http://ufe3d.com/doku.php/global:characters?rev=1386653863

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