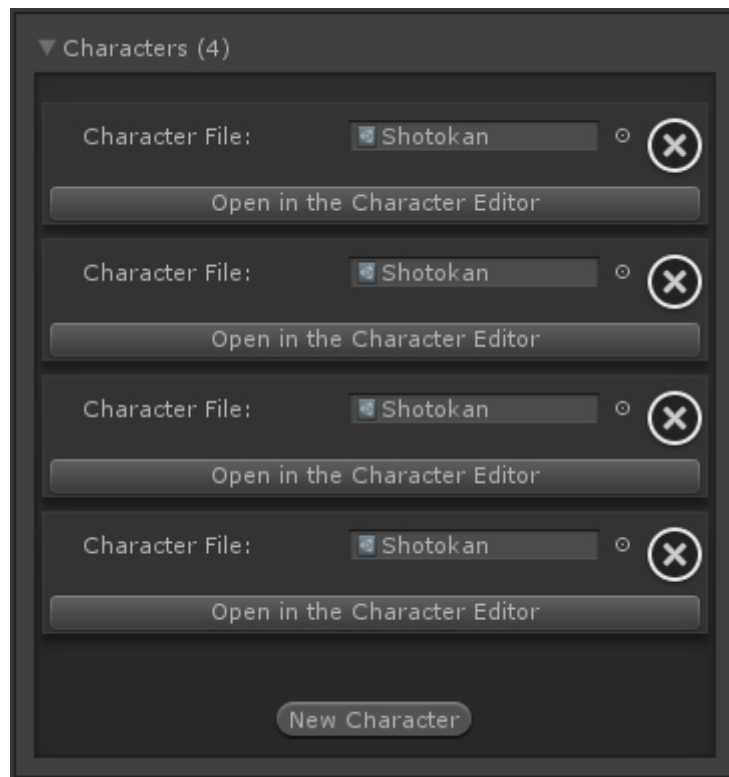


Characters Options

Here you can select the characters available to your game.



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`

Code Example:

```
foreach(CharacterInfo character in UFE.config.characters){  
    Debug.Log(character.characterName);  
}
```

From:

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

Permanent link:

<http://ufe3d.com/doku.php/global:characters?rev=1386653967>

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