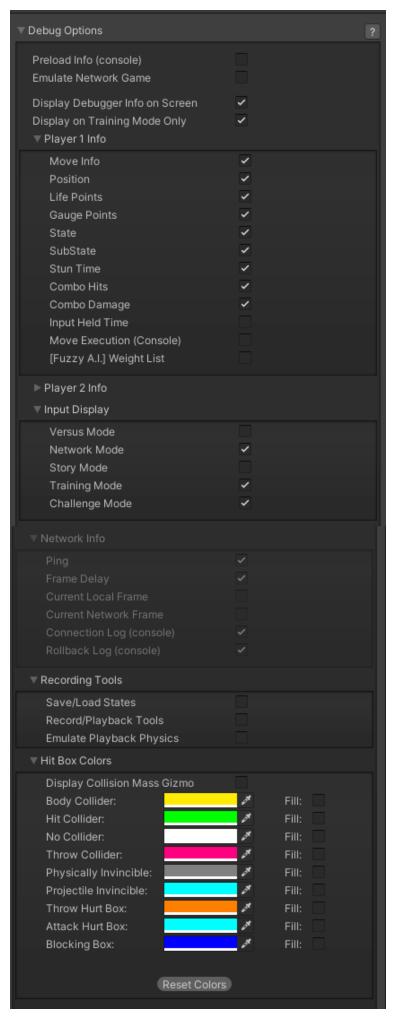
2025/07/01 23:57 1/4 Debug Options

Debug Options

Allows you to read important live data to help you debug your game.



http://ufe3d.com/ Printed on 2025/07/01 23:57

Preload Info (console): Shows in the console all the GameObjects that were preloaded before the battle starts.

Emulate Network Game:

Display Debugger Info On Screen: Enables the debug mode for characters (spawns 2 text fields near each corner).

Display In Training Mode Only: Enables this to have the debugger info only be displayed when playing on the Training Room.

Player 1/2 Debugger

- Move Info: Displays the move being played at the moment.
- **Position:** Displays the position of the character on screen (Vector3).
- Life Points: Displays the current life points (as an integer).
- **State:** Display the current player state from *MoveInfo.PossibleStates* (Stand|Crouch|StraightJump|ForwardJump|BackJump|Down)
- **SubState:** Displays the current player sub-state from *MoveInfo.SubStates* (Resting|MovingForward|MovingBack|Blocking|Stunned)
- **Combo Hits:** A live feed from the current combo (a tutorial on how to add this to the actual game combo display can be found here).
- Combo Damage: The current damage being dealt in a combo.
- Input Held Time: A direct feed on how long each input is being held for.
- Move Execution (console): Shows the result input after successfully executing a move.
- [Fuzzy A.I.] Weight List: (Requires Fuzzy A.I.) Shows the movement decision weight made by the A.I. during its gameplay.

Network Info (requires Network addon)

- **Ping:** Displays the package query (ping) between the 2 clients over the connection.
- **Frame Delay:** Displays the amount of frames between input and execution during a network game (input delay).
- **Current Local Frame:** Display the current local frame in relation to network data.
- Current Network Frame: Display the current network frame in relation to local data.
- **Connection Log (console):** Shows all sorts of stats in the console when a connection is attempted.

Start Game Immediately: Skips all menus and go directly to the battle.

Skip Loading Screen: Skips the loading screen before battle (first play may cause asset loading hick-ups).

Player 1/2 Character: In case the option above is enabled, the selected characters that will start the battle.

Player 1/2 CPU Controlled: Select the player(s) that will be CPU controlled.

Play in Training Mode: When toggled, the game will act as if it were in Training Mode.

Code access:

UFE.config.debugOptions

< Back to Global Editor

From:

http://ufe3d.com/ - Universal Fighting Engine

Permanent link:

http://ufe3d.com/doku.php/global:debugoptions?rev=1659467749





http://ufe3d.com/ Printed on 2025/07/01 23:57