

# Debug Options

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

▼ Debug Options?

Preload Info (console)☐

Emulate Network Game☐

Display Debugger Info on Screen☒

Display on Training Mode Only☒

▼ Player 1 Info

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Position☒

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State☒

SubState☒

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Combo Hits☒

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[Fuzzy A.I.] Weight List☐

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Versus Mode☐

Network Mode☒

Story Mode☐

Training Mode☒

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Ping☒

Frame Delay☒

Current Local Frame☐

Current Network Frame☐

Connection Log (console)☒

Rollback Log (console)☒

▼ Recording Tools

Save/Load States☐

Record/Playback Tools☐

Emulate Playback Physics☐

▼ Hit Box Colors

Display Collision Mass Gizmo☐

Body Collider:

Fill: ☐

Hit Collider:

Fill: ☐

No Collider:

Fill: ☐

Throw Collider:

Fill: ☐

Physically Invincible:

Fill: ☐

Projectile Invincible:

Fill: ☐

Throw Hurt Box:

Fill: ☐

Attack Hurt Box:

Fill: ☐

Blocking Box:

Fill: ☐

Reset Colors

**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:** Enable this to have the debugger info only be displayed when playing in Training Mode.

### 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.

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**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

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