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	*	
Move Info Position	~ ~	
Life Points	~	
Gauge Points	~	
State	~	
SubState	~	
Stun Time	~	
Combo Hits	~	
Combo Damage	~	
Input Held Time		
Move Execution (Console)		
[Fuzzy A.I.] Weight List		
▶ Player 2 Info		
Versus Mode		
Network Mode	~	
Story Mode		
Training Mode	×	
Challenge Mode	~	
Network Info		
Ping		
Frame Delay		
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: Throw Collider:	Fill:	
Physically Invincible:	کې Fill: ۲۰۰۲ Fill:	
Projectile Invincible:	Fill:	
Throw Hurt Box:	✓ Fill:	
Attack Hurt Box:	Fill:	
Blocking Box:	💉 Fill:	
Reset Colors		

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.

If you want to change the position of your debugger a script can be found here).

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).
- Gauge Points: Displays the current gauge 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.

Recording Tools

Hitbox Colors

Code access:

UFE.config.debug0ptions

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

Permanent link: http://ufe3d.com/doku.php/global:debugoptions?rev=1659470955



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