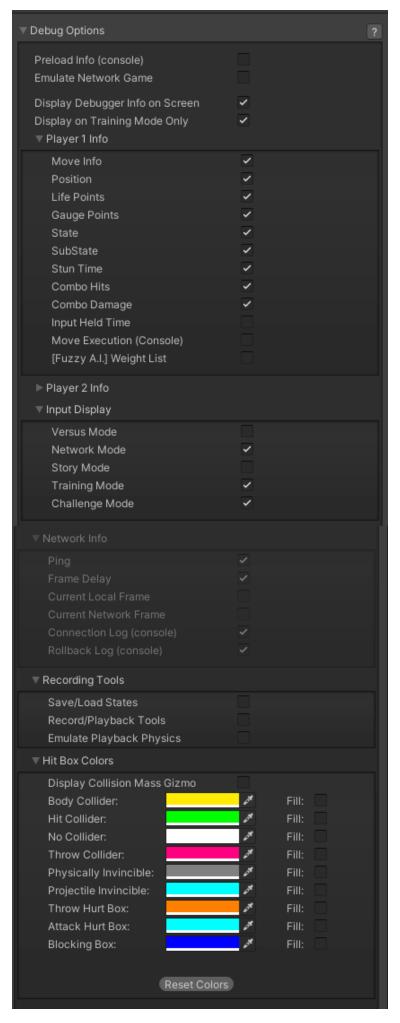
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Debug Options

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

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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.

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|Straight|ump|Forward|ump|Back|ump|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. (a tutorial on how to add this to the actual game combo display can be found here).
- 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

- Save/Load States:
- Record/Playback Tools:
- Emulate Playback Physics:

Hitbox Colors

- Display Collision Mass Gizmo: Display the collision mass gizmo in the scene view.
- Color: The color of different hitbox types.
- Fill: Fill the hitbox with color.

Code access:

UFE.config.debugOptions

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