

Debug Options

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

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Emulate Network Game

Display Debugger Info on Screen

Display on Training Mode Only

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Position

Life Points

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SubState

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Display Collision Mass Gizmo

Body Collider:

Hit Collider:

No Collider:

Throw Collider:

Physically Invincible:

Projectile Invincible:

Throw Hurt Box:

Attack Hurt Box:

Blocking Box:

Fill:

Fill:

Fill:

Fill:

Fill:

Fill:

Fill:

Fill:

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.

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. (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.

Input Display Select the modes the input display will be visible in.

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:** Just like the old video game emulators, you press F2 to save and F3 to load a stage (or whatever key you have assigned under ReplayToolsScreen)
- **Record/Playback Tools:** Display the playback tools (like a slider and a play/pause button) to help you work with your recordings.
- **Emulate Playback Physics:** When toggled, your offline match will execute with whatever limitations or options you have setup for your online matches. That includes the options under Network Options → Animation Control and Frame Delay Netcode.

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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