## Languages

(located under GUI Options  $\rightarrow$  In-Game Announcements)

UFE allows you to store a few lines of texts divided by language so you can offer multiple languages in your product as well as directly access the selected language through code.

▼ Languages (1)		?
Language:	English	
Default		
		_
Start:	Start	
Options:	Options	
Credits:	Credits	
Select Your Character:	Select Your Character	
Select Your Stage:	Select Your Stage	
Round:	Round %round%	
Final Round:	Final Round	
Fight:	Fight!	
First Hit:	First Hit!	
Combo:	%combo% hit combo!	
Parry:	Parry!	
Counter Hit:	Counter!	
Victory:	%character% wins!	
Challenge Begins:	Start!	
Challenge Ends:	Success!	
Time Over:	Time Over	
Perfect:	PerfectI	
Rematch:	Rematch	
Quit:	Quit	
K.O.:	К.О.	
Draw:	Draw	

## Notes:

- Use %character% to write down the character's name (-if- they can be referenced)
- Use %round% to write down the current round number
- Use %combo% to show the amount of hits in the combo (combo message only)
- If you want to display Combo Damage (a tutorial on how to add this to the actual game combo display can be found here).

Code access:

UFE.config.selectedLanguage

Code example:

Debug.Log(UFE.config.selectedLanguage.Start);

## < Back to Global Editor

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