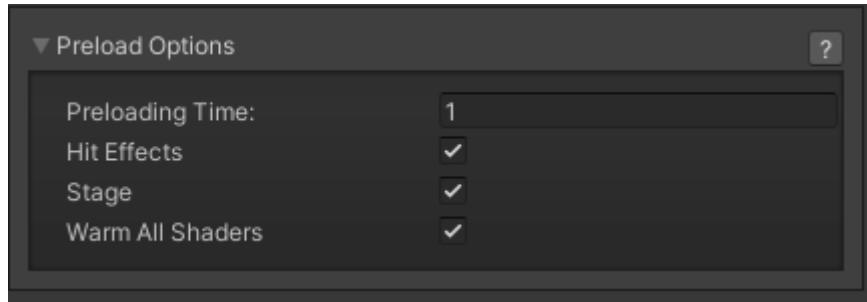


Preload

Before the battle starts UFE attempts to preload some of the Game Objects. Select (or deselect) if you feel like this is causing issues in your game.



Hit Effects: Untoggle to stop the engine from pre-loading the Game Objects from [Global Editor -> Hit Effects](#).

Player 1/2 Character & Moves: Untoggle to stop the engine from searching and pre-loading every Game Object from the character files that are about to fight and their respective moves.

Stage: Untoggle to stop the engine from loading the selected stage prefab.

Warm All Shaders: Run Unity's own Preloader technique before the battle starts. (for more information [click here](#))

Freeze Timer: If toggled the timer will stop running.

Player 1/2 Life/Gauge: Choose how the life bar (or gauge) for each player will behave. If Normal is selected the game will end just as if it was a normal game. If Refill is selected the gauge will refill after Refill Time. If Infinite is selected the bar(s) will always stay full.

Refill Time (seconds): How long of no activity should the engine wait before refilling the bar (in case Refill is selected in any of the fields above).

Code access:

`UFE.config.trainingMode`

[< Back to Global Editor](#)

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<http://ufe3d.com/> - **Universal Fighting Engine**

Permanent link:

<http://ufe3d.com/doku.php/global:preload?rev=1431657585>

Last update: **2015/05/14 22:39**

