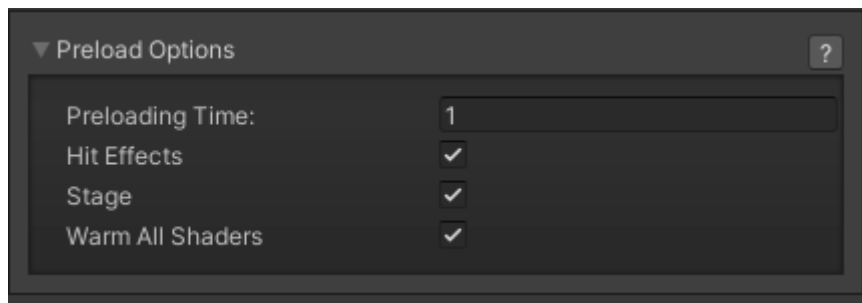


Preload

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](#))

Code access:

UFE.config.preloadOptions

[< Back to Global Editor](#)

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

Permanent link:
<http://ufe3d.com/doku.php/global:preload?rev=1431657605>

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