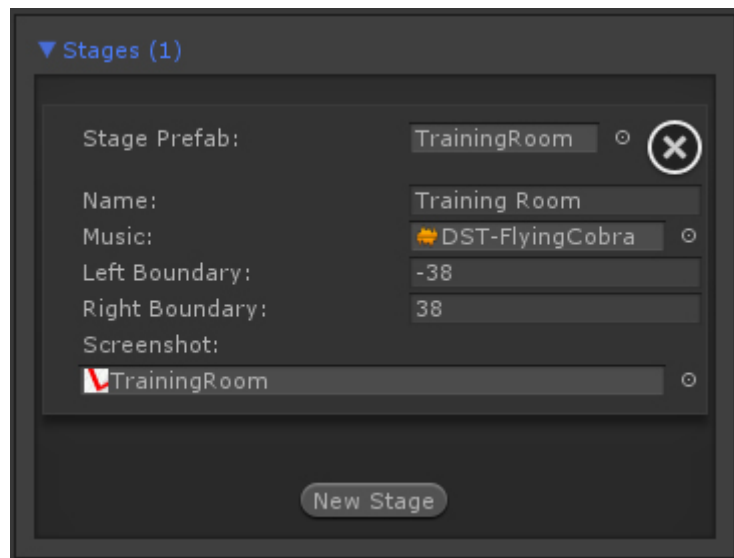


# Stage Options

Here you can setup the stages in your game. *Coming soon: Interactables*



## Content

**Stage Prefab:** A prefab containing your stage model. Note: Your stage must have a plane mesh under the layer "Ground". Check the TrainingRoom prefab example.

**Stage Name:** The name of this stage.

**Music:** A song that will be played during the game when this stage is selected.

**Left Boundary:** How far to the left the characters can walk to.

**Right Boundary:** How far to the right the characters can walk to.

**Ground Friction:** How "slippery" the ground is. The smaller the value, the more slippery it is.

**Screenshot:** A screenshot of this stage.

---

## Video Tutorial



## Video

Code access:

```
UFE.config.selectedStage
```

```
UFE.config.stages
```

Code example:

```
Camera.main.audio.clip =  
UFE.config.selectedStage.music;
```

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