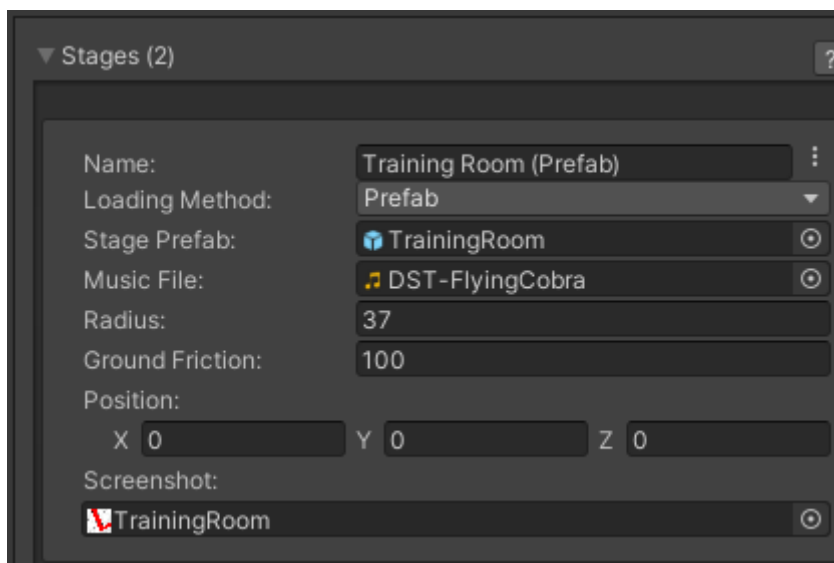


Stage Options

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



Loading Method (PRO/Source)

Stage Prefab/Stage Music

- **Legacy:** Loads the prefab along with the game.
- **Resources Folder:** Loads the prefab files from the [Resources folder](#). If this option is selected you need to write the path of the file into the fields that will appear under the stage options below.
Example: Type in Stages\Stage if the file is located under .Resources\Stages\Stage.prefab. The Resources Folder can be placed anywhere in your project (there is one located under .UFE\)
- **Scene File:**

Stage Info

Stage Prefab (Legacy): A prefab containing your stage model.

Stage/Music Resource Path: Write the path of the file beginning from the Resources folder.

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.

Position: The position of the ground.

Screenshot: A screenshot of this stage.

Note: Your stage prefab must have a plane mesh under the layer “Ground”. Check the Training Room prefab example.

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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