

Global Editor

Here you can open an existing global settings file or create a new one. For this introduction we will use the UFE_Config file that comes with the project, which is targeted to the TrainingRoom scene example provided.

- Demo File: `.\UFE\Demo\Config.asset`
- Source script:
 - (SOURCE VERSION) `.\UFE\Engine\Scripts\Definitions\GlobalInfo.cs`
 - (OTHER VERSIONS) `.\UFE\Engine\Plugins\UFE.dll\GlobalInfo`

To create a new config file for the Global Editor, in the project window click on Create → U.F.E. → Config File.

2D FIGHTER EXAMPLE (2D)

Project Name:

2D Fighter Example

Gameplay Type:

2D Fighter

2D Fighter

3D Fighter

3D Arena

▶ Debug Options

?

▶ Deployment Options

?

▶ AI Options

?

▶ Languages (1)

?

▶ Camera Options

?

▶ Character Rotation Options

?

▶ Round Options

?

▶ Counter Hit Options

?

▶ Combo Options

?

▶ Bounce Options

?

▶ Block Options

?

▶ Knock Down Options

?

▶ Hit Effect Options

?

▶ Input Options

?

▶ Stages (2)

?

▶ Characters (6)

?

▶ GUI Options

?

▶ Story Mode Options

?

▶ Training Mode Options

?

▶ Challenge Mode (18)

?

▶ Preload Options

?

▶ Advanced Options

?

▶ Network Options

?

In the global editor you can set all the general options your fighting game has. From how combos behave to hit effects, everything can be edit here.

Project Name:: The name of your project. Changing this variable has no impact in the example provided.

Sub-content:

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- [AI Options](#)
- [Languages](#)
- [Camera Options](#)
- [Character Rotation Options](#)
- [Round Options](#)
- [Bounce Options](#)
- [Counter Hit Options](#)
- [Combo Options](#)
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- [Knock Down Options](#)
- [Hit Effects Options](#)
- [Input Options](#)
- [Stages](#)
- [Characters](#)
- [GUI Options](#)
- [Story Mode](#)
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- [Preload Options](#)
- [Advanced Options](#)
- [Network Options](#)

Deprecated (version 1.5 or lower)

- [Fonts](#)
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Last update: **2018/08/23 04:22**



