

# 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) `.\UFE\Engine\Scripts\Definitions\GlobalInfo.cs`
  - (Compiled) `.\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.

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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.

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- [Character Rotation Options](#)
- [Round Options](#)
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### Deprecated (version 1.5 or lower)

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



