

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`
- Script reference:
 - (Open Source) `.\UFE\Engine\Scripts\Core\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.

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.

Gameplay Type::

Sub-content:

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

[< Back to Universal Fighting Engine - Introduction](#)

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