

# 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\Demos\ (Demo_Selected)\ (Demo_Selected)_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.

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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 edited here.

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

**Gameplay Type::** Select a gameplay type.

**Sub-content:**

- [Debug Options](#)
- [Deployment Options](#)
- [AI Options](#)
- [Languages](#)
- [Camera Options](#)
- [Character Rotation Options](#)
- [Round Options](#)
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## Videos

For more video tutorials visit [UFE's official youtube channel](#).



## Video

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