## Announcer

(Deprecated after 1.6 update. This option moved to Global Options -> GUI Options under Battle GUI)

Set your game announcer here. Currently this feature supports up to 10 events that will trigger these sounds.

| ▼ Announcer        |                    |   |
|--------------------|--------------------|---|
| Round 1            | eround1            |   |
| Round 2            | eround2            |   |
| Round 3            | 😅 final Round      | 0 |
| Other Rounds       | 😅 final Round      |   |
| Final Round        | 😅 final Round      | 0 |
| Fight!             | 😅 fight            |   |
| Player 1 Wins      | 📛None (AudioClip)  |   |
| Player 2 Wins      | 📛None (AudioClip)  |   |
| Perfect            | 📛 None (AudioClip) |   |
| First Hit          | 😛None (AudioClip)  |   |
| Counter Hit        | 😛None (AudioClip)  |   |
| Parry              | 😛None (AudioClip)  |   |
| Time Over          | ⇔None (AudioClip)  |   |
| ▼ Combos (1)       |                    |   |
|                    |                    |   |
| Hits (more than):  | 10                 | 0 |
| Audio Clip:        | äNone (AudioClip)  |   |
|                    |                    |   |
| New Combo Announce |                    |   |
|                    |                    |   |

**Notes:** For announcer combos, higher hit sounds override lower hit sounds.

Example: If you have sounds for 10 hits combo and 20 hits combo, if the combo ends at 21, only the 20 hits combo will be played.

Code access:

UFE.config.announcerOptions

Code example:

UFE.PlaySound(UFE.config.announcerOptions.fight);

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