

# Announcer

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



Code access:

`UFE.config.announcerOptions`

Code example:

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

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From:

<http://www.ufe3d.com/> - **Universal Fighting Engine**

Permanent link:

<http://www.ufe3d.com/doku.php/global:announcer?rev=1389203502>

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