

# Announcer

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



**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);
```

[< Back to Global Editor](#)

From:

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

Permanent link:

<http://www.ufe3d.com/doku.php/global:announcer?rev=1393912942>

Last update: **2014/03/04 01:02**

