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);
```

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