## Announcer

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

## Round 1 📛 round1 😛 round2 Round 2 Round 3 🔅 final Round Other Rounds 📛 finalRound Final Round \ominus finalRound Fight! 😛 fight Player 1 Wins Ӛ None (AudioClip) Player 2 Wins Perfect None (AudioClip) None (AudioClip) First Hit None (AudioClip) Counter Hit 📛 None (AudioClip) Parry Time Over None (AudioClip) Combos (1) Hits (more than): X 😄 None (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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