

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.

Code access:

UFE.config.announcerOptions

Code example:

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

[< Back to Global Editor](#)

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<http://ufe3d.com/doku.php/global:announcer?rev=1393912865>

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