
Subject: Re: It's there a Grant Power Up script?
Posted by [Jerad2142](#) on Fri, 25 May 2012 13:42:59 GMT
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```
GameObject *player = Get_GameObj(ID);  
Use  
Commands->Create_Sound(Commands->Get_Position(player),"Paging_caution_2.wav",player);
```

I think that's the correct order for the params, not sure as I'm not at home.

There is also a `Create_Sound_Player` or `Create_Player_Sound` (something like that) which would only play the sound for one specific player.
