Subject: Re: Commands->Monitor_Sound
Posted by Ethenal on Wed, 04 Jul 2012 21:01:36 GMT

Troll King wrote on Wed, 04 July 2012 15:54Then the big question remains why do all the commands that create a certain sound return an int?
That is a good question, and probably has something to do with what you seek (Monitor_Sound). I would presume if it's an int, it could be some sort of id for that particular sound (maybe per actual sound object, and not per possible sound that can be played).