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Subject: Re: Commands->Monitor\_Sound  
Posted by [jonwil](#) on Thu, 05 Jul 2012 00:27:42 GMT  
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The value you pass to Monitor\_Sound needs to be a value returned from a command like Create\_Sound or Create\_2D\_Sound.

CUSTOM\_EVENT\_SOUND\_ENDED is definatly the right way to listen for it. Note that if the sound loops, you do NOT get the message.

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