

---

Subject: Re: Scripts 4.2 to enter private beta testing soon, here are some changes in it

Posted by [Neijwiert](#) on Tue, 23 Dec 2014 12:27:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Is there a fix for the client update when the server stops a continuous sound?

For example:

```
int soundID = Commands->Create_Sound("some sound preset which has loop checked", some position);
```

```
Commands->Stop_Sound(soundID);
```

This will only work server-side. Clients which are in-game will have to rejoin in order to not hear the sound anymore.

Also `Commands->Monitor_Sound(soundID)`; does not work at all.

EDIT: in fact im not even sure if any of this works with non-looping sound either. I highly doubt it.

---