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Subject: Commands->Monitor\_Sound

Posted by [Troll King](#) on Sun, 01 Jul 2012 19:13:17 GMT

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Well title n stuff explains it. Would be cool if TT would fix it making it work in SSGM/Multiplay? Dunno if this is the right place to put this topic. So this would actually be sent to the object: CUSTOM\_EVENT\_SOUND\_ENDED.

I assume this is the right way to do it:

```
int SoundID = Commands->Create_2D_WAV_Sound("grunt_grunt.wav");
Commands->Monitor_Sound(obj, SoundID);
(obj = script owner)
```

and then in Custom event do something on CUSTOM\_EVENT\_SOUND\_ENDED.

But it doesnt seem to trigger the Custom nor the Action\_Complete any time.

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