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Subject: Re: Back working on scripts now  
Posted by [Neijwiert](#) on Mon, 28 Sep 2015 15:10:10 GMT  
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Could we get these things working properly on the fds:  
Monitor\_Sound  
Stop\_Sound

Cause currently theres no way to stop a looped sound other than rejoining game and also no way to know if a sound ended other than having a timer and manually entering sound length.

Also not sure if updating the object to clients works as a hacky way to stop the looping sound?  
(After you use Stop\_Sound)

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