

---

Subject: Re: code

Posted by [dblaney1](#) on Wed, 18 Jul 2018 18:53:56 GMT

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

---

Yes.

You can either use:

```
Create_Sound_Player(GameObject *obj,const char *soundname,const Vector3 &
position,GameObject *obj2)
```

or

```
Create_2D_WAV_Sound_Player(GameObject *obj,const char *soundname)
```

You can also use the console command sndp.

If your sound is dialog though I recommend using:

```
Create_2D_Wave_Sound_Dialog_Player(GameObject *obj,const char *soundname)
```

That makes it play over the dialog channel/volume rather than sound effects.

---