
Releasing Sound Channels

To release a sound channel that you have allocated with **SndNewChannel**, use **SndDisposeChannel**. **SndDisposeChannel** requires two parameters, a pointer to the channel that is to be disposed and a Boolean value that indicates whether the channel should be flushed before disposal. Here's an example:

```
myErr= SndDisposeChannel(mySndChan, TRUE);
```

Because the second parameter is TRUE, the **Sound Manager** sends both a flushCmd command and a quietCmd command to the sound channel (using **SndDoImmediate**). This removes all commands from the sound channel and stops any sound already in progress. Then the **Sound Manager** disposes of the channel.

If the second parameter is FALSE, the **Sound Manager** simply queues a quietCmd command (using **SndDoCommand**) and waits until quietCmd is received by the synthesizer before disposing of the channel. In this case, the call to **SndDisposeChannel** is synchronous.

Note: It is important to remember that sound channels are for temporary use and that you should create them just before playing sounds. Once the sound is completed, you should dispose of the channel. One reason for this is that only one playback synthesizer can be active at any time. If your application is switched into the background and does not release a sound channel, then other applications are unable to open channels linked to other synthesizers. In particular, the system alert sound may not be heard and the user may not be notified of important system occurrences.