

**Flushing Sound Channels**

Removing commands from the channel

If you wish to flush a sound channel without disturbing any sounds already in progress, issue the flushCmd command. Here's an example:

```
mySndCmd.cmd = flushCmd;           //the command is flushCmd
mySndCmd.param1 = 0;                 //unused
mySndCmd.param2 = 0;                 //unused

//flush the channel
myErr = SndDoImmediate(&mySndChan, mySndCmd);
```

If you want to stop all sound production by a particular sound channel immediately, you should issue a flushCmd command and then a quietCmd command. If you issue only a flushCmd command, the sound currently playing is not stopped. If you issue only a quietCmd command, the synthesizer stops playing the current sound but continues with any other queued commands. (By calling flushCmd before quietCmd command, you ensure that there are no other queued commands to process.)

**Note:** The **Sound Manager** sends a quietCmd command when your application calls the **SndDisposeChannel** function. The quietCmd command is preceded by a flushCmd command if the *quietNow* parameter is TRUE.