

# PlaySFX3D

This function plays a sound in the GTA world from GTA's big sound containers.

**Note:** There is a tool available which allows you to find bank and sound IDs easily: [sfxBrowser:Download].



**Warning:** Many players use versions of GTA:SA (especially pirated versions) that have audio files full of zeros so that they can compresses better in their *AUDIO|SFX|* folder. (They lack any data)

In case of these invalid audio files, this function returns *false*.

It also returns *false* when trying to play a track deleted in the recent GTA: SA Steam patches (and if the client is using a Steam GTA: SA copy).

**Note:** PlaySFX sounds are NRP driven sounds, so NRP volume affects the volume.

## Syntax

```
element playSFX3D ( string containerName, int bankId, int soundId, float x, float y, float z [, bool looped = false ] )
```

### Required Arguments

- **containerName:** The name of the audio container. Possible values are: "feet", "genrl", "pain\_a", "script", "spc\_ea", "spc\_fa", "spc\_ga", "spc\_na", "spc\_pa"
- **bankId:** The audio bank id
- **soundId:** The sound id within the audio bank
- **x:** A floating point number representing the X coordinate on the map.
- **y:** A floating point number representing the Y coordinate on the map.
- **z:** A floating point number representing the Z coordinate on the map.

### Optional Arguments

- **looped:** A boolean representing whether the sound will be looped

## Returns

Returns a sound element if the sound was successfully created, *false* otherwise.

## Syntax 2

```
element playSFX3D( string "radio", string radioStation, int trackId, float x, float y, float z [, bool looped = false ] )
```

### Required Arguments

- **radio:** The string "radio" (used to differentiate to the first syntax)
- **radioStation:** The radio station. Possible values are "Adverts", "Ambience", "Police", "Playback FM", "K-Rose", "K-DST", "Cutscene", "Beats", "Bounce FM", "SF-UR", "Radio Los Santos", "Radio X", "CSR 103.9", "K-Jah West", "Master Sounds 98.3", "WCTR".
- **trackId :** The radio track id within the radio station audio file
- **x:** A floating point number representing the X coordinate on the map.
- **y:** A floating point number representing the Y coordinate on the map.
- **z:** A floating point number representing the Z coordinate on the map.

### Optional Arguments

- **looped:** A boolean representing whether the sound will be looped

# Returns

Returns a sound element if the sound was successfully created, *false* otherwise.