OnClientSoundFinishedDownload

This event is triggered when a sound has just finished downloading. This means the complete sound file is now loaded in the player's RAM, and can be played completely from start to end. Unlike onClientSoundStream, this event only triggers for file streams, not for live ones since live streams never actually end.

Parameters

```
int length
```

- **length**: The length of the stream in milliseconds

Source

The source of this event is the sound which just finished downloading.