

PlaySoundFrontEnd

This function plays a frontend sound for the specified player.

Note: These sounds can be disabled with `setWorldSoundEnabled` so if these sounds stop working you should check if you're disabling the sounds.

Note: These sounds don't work when `fadeCamera` has been used to make the screen black.

Syntax

Server

```
bool playSoundFrontEnd ( player thePlayer, int sound )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *player:playSoundFrontEnd(...)*

Required Arguments

- **thePlayer:** the player you want the sound to play for.
- **sound:** a whole int specifying the sound id to play. Valid values are:
 - **0 - 20** Selection sounds
 - **27 - 30** Bullet sounds
 - **32 - 33** Selection sounds
 - **34** Radio static
 - **35** Stop Radio static
 - **37 - 38** Tick
 - **40** Selection sounds
 - **41 - 42** Tick (no ammo)
 - **43 - 45** Race countdown
 - **46** Repair
 - **47** White noise static
 - **48** Stop White noise static
 - **49** Static short
 - **101** Countdown/selection

Client

Returns

Returns *true* if the sound was successfully played, *false* otherwise.