Sounds

These are the sound ids you can use with playSoundFrontEnd.

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  - **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

Audio Functions

- getRadioChannel
- getRadioChannelName
- getSFXStatus
- getSoundBPM
- getSoundBufferLength
- getSoundEffectParameters
- getSoundEffects
- getSoundFFTData
- getSoundLength
- getSoundLevelData
- getSoundMaxDistance
- getSoundMetaTags
- getSoundMinDistance
- getSoundPan
- getSoundPosition
- getSoundProperties
- getSoundSpeed
- getSoundVolume
- getSoundWaveData
- isSoundLooped
- isSoundPanningEnabled
- isSoundPaused
- playSFX3D
- playSFX
- playSound3D
- playSound
- playSoundFrontEnd
- setRadioChannel
- setSoundEffectEnabled
- setSoundEffectParameter
- setSoundLooped
- setSoundMaxDistance
- setSoundMinDistance
- setSoundPan
- setSoundPanningEnabled
- setSoundPaused
- setSoundPosition
- setSoundProperties
- setSoundSpeed
- setSoundVolume
- stopSound