

PlaySFX

This function plays a sound 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 playSFX ( string containerName, int bankId, int soundId [, 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

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 playSFX ( string "radio", string radioStation, int trackId [, 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

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.