FLAG\_PLAY\_SOUND

**public void** playSoundEffectVolume(**int** effectType, **float** volume) {  
 **if** (effectType >= AudioManager.NUM\_SOUND\_EFFECTS || effectType < 0) {  
 Log.w(TAG, **"AudioService effectType value "** + effectType + **" out of range"**);  
 **return**;  
 }  
  
 sendMsg(mAudioHandler, MSG\_PLAY\_SOUND\_EFFECT, SENDMSG\_QUEUE,  
 effectType, (**int**) (volume \* 1000), **null**, 0);  
}