

Core Logic Audio Module

```
/// This version of PlaySoundEffect allows you to indicate
/// the number of times the sound effect is repeated.
/// ...
///
/// @lib PlaySoundEffectA(effect, loops, 1.0)
/// @uname PlaySoundEffectWithLoop
/// @sn playSoundEffect:%s looped:%s
///
/// @class SoundEffect
/// @overload Play PlayWithLoops
/// @csn playLooped:%s
procedure PlaySoundEffect(effect: SoundEffect; loops: Longint);
```

Reads

Generates

**SwinGame
Translation
Scripts**

Interface

AudioPlaySoundEffectA
(effect, loops)

Wrapper

static
AudioPlaySoundEffectA
(effect, loops)

Audio Class

static PlaySoundEffect
(effect, loops)

SoundEffect

Play
(loops)

