SndSoundManagerVersion   Determine the version of the **Sound Manager**

#include <Sound.h>   **Sound Manager**

NumVersion   **SndSoundManagerVersion( );**

You can use **SndSoundManagerVersion** to determine the version of the
Sound Manager tools available on a machine.

Returns: a version number that contains the same information as in
                    the first 4 bytes of a 'vers' resource.

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Notes: You can call **SndSoundManagerVersion** at interrupt time.

You can obtain information about a sound channel and about the
Sound Manager itself by calling the **SndControl**, **SndChannelStatus**,
and **SndManagerStatus** functions. You can obtain the version numbers of
the **Sound Manager**, the MACE tools, and the sound input routines by
calling the **SndSoundManagerVersion**, **MACEVersion**, and
SPBVersion functions, respectively.