I'm having trouble getting a sounds id.

If I do

int soundID = Commands->Create_Sound("some_sound",some_position,some_obj);

I get 0 for soundID on server.

But I do get an id in lan.

I need to stop the sound(Commands->Stop_Sound(soundID,true);)but I can't on the server if I
don't have an id, I can only do it in lan.

Why?