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Subject: Re: code

Posted by [roszek](#) on Sun, 12 Aug 2018 00:11:22 GMT

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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?

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