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IR.PlaySound

This function is used for playing sound files.

Syntax: IR.PlaySound('File_Name',Slot_Number,Volume);

- **File_Name** - the name of the sound file
- **Slot_Number** - the number of the slot
- **Volume** - the volume level

```
IR.AddListener(IR.EVENT_START,0,function()  
// Event is activated at the application launch  
{  
  IR.PlaySound('ANGELS_F.WAV',0,50); // Command for playing the sound file  
});
```

IR.StopSound

This function is used to stop playing sound files.

Syntax: IR.StopSound('File_Name');

- **File_Name** - the name of the sound file

```
IR.AddListener(IR.EVENT_START,0,function()  
// Event is activated at the application launch  
{  
  IR.StopSound('ANGELS_F.WAV'); // Command for stopping the sound file  
});
```

IR.StopSlot

This function is used to stop playing the slot.

Syntax: IR.StopSlot('Slot_Number');

- **Slot_Number** - the number of the slot

```
IR.AddListener(IR.EVENT_START,0,function()  
// Event is activated at the application launch  
{  
  IR.StopSlot(1) //Command for stopping the slot 1  
});
```

IR.StopAllSounds

This function is used to stop playing all sound files.

Syntax: IR.StopAllSounds();

```
IR.AddListener(IR.EVENT_START,0,function()  
//Event is activated at the project launch  
{  
  IR.StopAllSounds(); //Command for stopping all sound files  
});
```

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