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Description

With iRidiumScript you can:

- Play sound files
- Stop playing sound files

Playing Sounds

To play sound files use the command:

IR.PlaySound('File_Name');

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

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

Stopping Sounds

To stop playing sound files use the command:

IR.StopSound('File_Name');

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

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

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