

## ISXEQ2 - Abbreviated list of Sound Effects

Below is an abbreviated list of sound effect names that can be used with the **"CreateSoundEffect"** METHOD of the 'eq2' datatype. (Sound effect names can be determined by using the EQ2\_onSoundEffect event. However, please be advised that not every sound effect in the game is guaranteed to trigger this event.)

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"ui_mouseover"  
"ui_pressed"  
"ui_released"  
"ui_window_book_open"  
"ui_mail_have_unread"  
"ui_window_main_open"  
"ui_window_inventory_open"  
"ui_harvested_failed"  
"ui_open_quest_book"  
"ui_invite"  
"ui_joined"  
"quest_item"  
"coin_cha_ching"  
"ui_guild_logon"  
"ui_guild_logoff"  
"title_added"  
"quest_reward"  
"sounds/button"  
"ui_friend_logon"  
"ui_harvested_normal"  
"trade_propose"  
"trade_accepted"  
"quest_complete"  
"ui_aa_ding"  
"ui_aa_select"  
"spell_gained"  
"inventory_equip"  
"inventory_destroy_item"  
"ui_discovery"  
"inventory_cant_equip"  
"inventory_attune"  
"ding"  
"waypoint_activated"  
"help_path_done"  
"too_far"  
"resist_spell"  
"ui_mailbox_open"  
"ui_mailbox_close"  
"ui_friend_logoff"  
"ui_harvested_rare"  
"ui_warning"  
"ui_tradeskills_lvl_up"  
"sound_transport_druidring_accept"  
"broadcast "  
"ui_guild_page"  
"ui_tell_send"  
"ui_tell_receive"  
"ui_window_alter_open"
```