

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.)

```
"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"
```