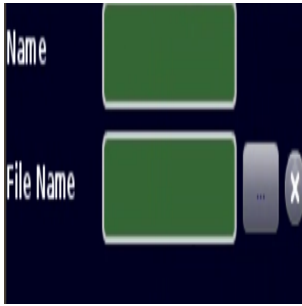


# Load Sound



The Cyberix3D engine can load and store sounds regardless of their duration, you can load sounds with the command [Play Sound](#), (only MP3 files are supported).



## *MORE INFORMATION*

- [Play Sound](#)

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