

# ResetWorldSounds

This function is used to reset the world sounds to the default setting.

## Syntax

```
bool resetWorldSounds()
```

## Returns

Returns true if the world sounds were reset, false otherwise.

## Requirements

Minimum server version	n/a
Minimum client version	1.3.0-9.04134

**Note:** Using this feature requires the resource to have the above minimum version declared in the meta.xml **<min\_nrp\_version>** section. *e.g.* `<min_nrp_version client="1.3.0-9.04134"/>`