SetSoundPaused

This function is used to either pause or unpause the playback of the specified sound element.

Use a player element to control a players voice with this function.

Syntax

```
bool setSoundPaused ( element theSound, bool paused )
```

OOP Syntax Help! I don't understand this!

> **Method**: *sound:setPaused(...)*
> **Variable**: *.paused*
> **Counterpart**: *isSoundPaused*

Required Arguments

- **theSound:** the sound element which you want to pause/unpause.
- **paused:** a boolean value representing whether the sound should be paused or not. To pause the sound, use *true*.

Returns

Returns *true* if the sound element was successfully paused, *false* otherwise.