SetSoundEffectEnabled

Used to enable or disable specific sound effects. Use a player element to control a players voice with this function.

Syntax

```
bool setSoundEffectEnabled ( element theSound/thePlayer, string effectName, bool bEnable )
```

OOP Syntax Help! I don't understand this!

>   **Method**: *sound:setEffectEnabled(...)*

Required Arguments

- **sound:** a sound element or a player element which will affect the voice broadcast.
- **effectName:** the effect you want to enable or disable

  - **gargle**
  - **compressor**
  - **echo**
  - **i3dl2reverb**
  - **distortion**
  - **chorus**
  - **parameq**
  - **reverb**
  - **flanger**

- **bEnable:** *true* if you want to enable the effect, *false* if you want to disable it.

Returns

Returns *true* if the effect was set successfully, *false* otherwise.