

# SetSoundSpeed

This function can be used to change the playback speed of the specified sound element.

## Syntax

```
bool setSoundSpeed ( element theSound, float speed )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *sound:setSpeed(...)*

**Variable:** *.speed*

**Counterpart:** *getSoundSpeed*

## Required Arguments

- **theSound:** the sound element which volume you want to modify.
- **speed:** a floating point number representing the desired sound playback speed.

## Returns

Returns *true* if the sound element playback speed was successfully changed, *false* otherwise.