

PlaySound

Creates a sound element and plays it immediately after creation for the local player. Added the feature of playing WebM files.

Note:

- The only supported audio formats are MP3, WAV, OGG, FLAC, RIFF, MOD, WEBM, XM, IT, S3M and PLS (e.g. Webstream).
- For performance reasons, when using playSound for effects that will be played lots (i.e. weapon fire), it is recommend that you convert your audio file to a one channel (mono) WAV with sample rate of 22050 Hz or less. Also consider adding a limit on how often the effect can be played e.g. once every 50ms.

Syntax

```
element playSound ( string soundPath, [ bool looped = false, bool throttled = true ] )
```

OOP Syntax Help! I don't understand this!

Method: *Sound(...)*

Required Arguments

- **soundPath:** filepath, raw data or URL (http://, https:// or ftp://) of the sound file you want to play. (**Note:** Playing sound files from other resources requires the target resource to be in the running state)

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **looped:** a boolean representing whether the sound will be looped. To loop the sound, use *true*. Loop is not available for streaming sounds, only for sound files.
- **throttled:** a boolean representing whether the sound will be throttled (i.e. given reduced download bandwidth). To throttle the sound, use *true*. Sounds will be throttled per default and only for URLs.

Returns

Returns a sound element if the sound was successfully created, *false* otherwise.