

PlaySound3D

Creates a sound element in the GTA world and plays it immediately after creation for the local player. `setElementPosition` can be used to move the sound element around after it has been created. Remember to use `setElementDimension` after creating the sound to play it outside of dimension 0. Added the feature of playing WebM files.

Note:

- The only supported audio formats are MP3, WAV, OGG, FLAC, RIFF, MOD, WEBM, XM, IT and S3M.
- For performance reasons, when using `playSound3D` 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 playSound3D ( string soundPath, float x, float y, float z, [ bool looped = false ] )
```

```
element playSound3D ( string soundURL, float x, float y, float z, [ bool looped = false, bool throttled = true ] )
```

OOP Syntax Help! I don't understand this!

Method: *Sound3D(...)*

Required Arguments

- **soundPath:** raw data or filepath to the sound file you want to play. (**Note:** Playing sound files from other resources requires the target resource to be in the running state)
- **soundURL:** the URL (<http://>, <https://> or <ftp://>) of the sound file you want to play. (In this version the file does not have to be predefined in the meta.xml)
- **x:** a floating point number representing the X coordinate on the map.
- **y:** a floating point number representing the Y coordinate on the map.
- **z:** a floating point number representing the Z coordinate on the map.

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*.
- **throttled:** a boolean representing whether the sound will be throttled (i.e. given reduced download bandwidth). To throttle the sound, use *true*.

Returns

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