

SetSoundLooped

This function is used to change the loop state of the sound element.

Note: If the sound element is destroyed by `destroyElement` the loop will not happen.

Syntax

```
bool setSoundLooped ( element theSound, bool loop )
```

OOP Syntax Help! I don't understand this!

Method: *sound:setLooped(...)*

Counterpart: *isSoundLooped*

Required Arguments

- **theSound:** The sound element to set the loop.
- **bool:** A boolean representing whether the sound will be looped.

Returns

Returns *true* if the sound element loop state was successfully changed, *false* otherwise.