

SetSoundMinDistance

Sets a custom sound Minimum distance at which the sound stops getting louder.

Syntax

```
bool setSoundMinDistance ( element sound, int distance )
```

OOP Syntax Help! I don't understand this!

Method: *sound:setMinDistance(...)*

Variable: *.minDistance*

Counterpart: *getSoundMinDistance*

Required Arguments

- **sound:** a sound element.
- **distance:** an integer representing the distance the sound stops getting louder. the default value for this is 5

Returns

Returns a *true* if the minimum distance was set, *false* otherwise.