

SetSoundVolume

This function is used to change the volume level of the specified sound element. Use a player element to control a players voice with this function.

Syntax

```
bool setSoundVolume ( element theSound/thePlayer, float volume )
```

OOP Syntax Help! I don't understand this!

Method: *sound:setVolume(...)*

Variable: *.volume*

Counterpart: *getSoundVolume*

Required Arguments

- **theSound:** The sound element which volume you want to modify or a player element which voice volume you want to modify.
- **volume:** A floating point number representing the desired volume level. Range is from **0.0** to **1.0**. This can go above **1.0** for amplification.

Returns

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