

SetSoundProperties

This function edits the properties of a specific sound.

Note: Streams are not supported.

Syntax

```
bool setSoundProperties(element sound, float fSampleRate, float fTempo, float fPitch [, bool bReverse = false ] )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *sound:setProperties(...)*

Counterpart: *getSoundProperties*

Required Arguments

- **sound:** a sound element that is created using `playSound` or `playSound3D`
- **fSampleRate:** a float that defines the new sound's sample rate
- **fTempo:** a float that defines the new sound tempo
- **fPitch:** a float that defines the new sound pitch

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.

- **bReverse:** a boolean representing whether the sound will be reversed or not.

Returns

Returns *true* if the properties successfully set, *false* otherwise.