

# OnClientWorldSound

This event triggers whenever a GTA sound starts playing.

**Note:** Use `setWorldSoundEnabled` if you want to disable certain sounds conditionless.

For example, you should only cancel player emitted sounds in this event, because when you cancel certain vehicle sounds, the game will try to play the same sound on the next frame.

## Parameters

`int group, int index, float x, float y, float z`

- **group:** An integer representing the world sound group
- **index:** An integer representing an individual sound within the group
- **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.

## Source

The source of this event is the `element`, which emitted the sound.

## Cancel effect

If this event is canceled, the sound won't play at all.