SetWorldSoundEnabled

This function allows you to disable world sounds. A world sound is a sound effect which has **not** been caused by playSound or playSound3D.

> **Note:**
>
> - The values for *group* and *index* can be determined by using the client command showsound in conjunction with setDevelopmentMode.
> - This function does not affect sounds which are already playing, such as the wind sound that can only be stopped by entering an interior.
> - See also: setAmbientSoundEnabled.

Syntax

```
bool setWorldSoundEnabled ( int group, [ int index = -1, ] bool enable [, bool immediate = false ] )
```

Required Arguments

- **group:** An integer representing the world sound group.
- **enable:** Set to *false* to disable, *true* to enable.

Optional Arguments

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

- **immediate:** A boolean if set to true will cancel the sound if it's already playing. This parameter only works for stopping the sound.

Returns

Returns *true* if the world sound was correctly enabled/disabled, *false* if invalid values were passed.