

SetSoundPosition

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

Note:

- To set position of a remote audio file, you must pause the sound within an onClientSoundStream event after creation, set the sound position and then unpause it again. The sound can also not be throttled (see playSound arguments)

Syntax

```
bool setSoundPosition ( element theSound, float pos )
```

OOP Syntax Help! I don't understand this!

Method: *sound:setPlaybackPosition(...)*

Variable: *.playbackPosition*

Counterpart: *getSoundPosition*

Required Arguments

- **theSound:** the sound element which seek position you want to modify.
- **pos:** a float value representing the new seek position of the sound element in seconds.

Returns

Returns *true* if the sound element's seek position was successfully changed, *false* otherwise.