

SetSoundPanningEnabled

This function toggles the panning of a sound (hearing it closer to the left or right side of the speakers due to the camera position). By default a sound has its panning enabled.

Syntax

```
bool setSoundPanningEnabled ( element sound, bool enable )
```

OOP Syntax Help! I don't understand this!

Note: *The method name was incorrect (`setPannningEnabled`) before version **1.5.8 r20761**.*

Method: *sound:setPanningEnabled(...)*

Variable: *.panningEnabled*

Counterpart: *isSoundPanningEnabled*

Required arguments

- **sound:** a sound element to change the panning of.
- **enable:** *true* to enable the panning, *false* otherwise.

Returns

Returns *true* if the sound is valid and good arguments were passed, *false* if not.

If the sound is not 3D, this function will return *true* as well, but `isSoundPanningEnabled` will always return *true* after this (so it has no effect).