SetSoundMaxDistance

Sets a custom sound max distance at which the sound stops.

Syntax

```
bool setSoundMaxDistance ( element sound, int distance )
```

OOP Syntax Help! I don't understand this!

> **Method**: *sound:setMaxDistance(...)*
> **Variable**: *.maxDistance*
> **Counterpart**: *getSoundMaxDistance*

Required Arguments

- **sound:** a sound element.
- **distance:** the default value for this is 20

Returns

Returns a *true* if the max distance was set, *false* otherwise.