

Client-side function

StopSound

Stops the sound playback for specified sound element. The sound element is also destroyed.

Syntax

```
bool stopSound ( element theSound )
```

OOP Syntax Help! I don't understand this!

Method: *sound:stop(...)*

Required Arguments

- **theSound:** the sound element you want to stop playing.

Returns

Returns *true* if the sound was successfully stopped, *false* otherwise.