

# SetSoundPan

This function is used to change the pan level of the specified sound element.

## Syntax

```
bool setSoundPan ( element theSound, float pan )
```

**OOP Syntax** [Help! I don't understand this!](#)

**Method:** *sound:setPan(...)*

**Variable:** *.pan*

**Counterpart:** *getSoundPan*

## Required Arguments

- **theSound:** The sound element which pan you want to modify.
- **pan:** A floating point number representing the desired pan level. Range is from *-1.0 (left)* to *1.0 (right)*

## Returns

Returns *true* if the sound element pan was successfully changed, *false* otherwise.