

[Shared function](#)

# SetInteriorSoundsEnabled

This function disables or enables the ambient sounds played by GTA in most interiors, like restaurants, casinos, clubs, houses, etc.

## Syntax

```
bool setInteriorSoundsEnabled ( bool enabled )
```

- **enabled:** set to *true* to enable the interior ambient sounds, *false* to disable them. By default they're enabled.

## Returns

If a boolean was passed to the function, it always succeeds and returns *true*.