

SetAmbientSoundEnabled

This function allows you to disable some background sound effects. See also: setWorldSoundEnabled.

Syntax

```
bool setAmbientSoundEnabled( string theType, bool enable )
```

Required Arguments

- **theType:** The type of ambient sound to toggle. Can be either "gunfire" or "general".
- **enable :** Set *false* to turn off, *true* to turn on

Returns

Returns *true* if the ambient sound was set correctly, *false* if invalid values were passed.