

# Check if sound playing



In pygame, how do I check if a sound is still playing or not?

In Pygame, if you're using `pygame.mixer.Sound`, you can't directly ask the sound object if it's still playing. But you **can** use the `Channel` that is returned when you play a sound.

Here's how it works:

When you play a sound, you usually do:

```
python

channel = sound.play()
```

Then, to check if it's still playing:

```
python

if channel.get_busy():
    print("Sound is still playing")
else:
    print("Sound has finished")
```

## Full example:

```
python

import pygame

pygame.init()

sound = pygame.mixer.Sound('sound_effect.wav')
channel = sound.play()

# In your game loop, or wherever you need to check:
if channel is not None and channel.get_busy():
    print("Sound is still playing")
else:
    print("Sound has finished")
```

## Notes:

- Make sure to check if `channel` is not `None`. If the mixer is out of available channels, `sound.play()` will return `None`.
- If you're playing multiple sounds, you'll want to manage and store channels for each sound.

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If you want, I can also show you a way to reserve specific channels for specific sounds or use `pygame.mixer.Channel(channel_number)` to have more control! 🚀