Godot Documentation (Audio):

File location for AudioStream.cpp:

Godot-master\scene\audio

Language of file:

C++

How to print errors:

ERR_FAIL_COND_MSG(condition, message);

Current Idea:

-Create error condition for the audio_stream_player when db (decibel) value is assigned to NaN

Possible addition:
-Set value to 0 when NaN is detected