

Client-side function

GetSoundVolume

This function is used to return the volume level of the specified sound element. If the element is a player, this function will use the players voice.

Syntax

```
float getSoundVolume ( element theSound )
```

OOP Syntax Help! I don't understand this!

Method: *sound:getVolume(...)*

Variable: *.volume*

Counterpart: *setSoundVolume*

Required Arguments

- **theSound:** the sound element which volume you want to return.

Returns

Returns a float representing the volume level of the sound element, *false* if invalid arguments were passed.