

GetSoundBufferLength

This function gets the buffer playback length of the specified sound. Works only with streams.

Syntax

```
float getSoundBufferLength ( element theSound )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *sound.getBufferLength(...)*

Variable: *.bufferLength*

Required Arguments

- **theSound:** the sound element which buffer length you want to get.

Returns

- A float value indicating the buffer playback length of the sound in seconds.
- *false* if the sound is not a stream.
- *nil* if the sound is invalid.