

# GetSoundLevelData

This function gets the left/right level from a sound element. If the element is a player, this function will use the players voice.

## Syntax

```
int, int getSoundLevelData ( element theSound )
```

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

**Method:** *sound:getLevelData(...)*

## Required Arguments

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

## Returns

Returns a two *integers* in range from 0 to 32768.