

# GetSoundWaveData

This function gets the wave form data for an audio stream which is a table of floats representing the current audio frame as a wave. This allows things like visualisations.

If the element is a player, this function will use the players voice.

## Syntax

```
table getSoundWaveData ( element sound, int iSamples )
```

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

**Method:** *sound.getWaveData(...)*

## Required Arguments

- **sound:** a sound element that is created using playSound or playSound3D. Streams are also supported
- **iSamples:** allowed samples are 256, 512, 1024, 2048, 4096, 8192 and 16384.

## Returns

Returns a table of **iSamples** *floats* representing the current audio frame waveform. Returns *false* if the sound is not playing yet or hasn't buffered in the case of streams.