

# GetEffectSpeed

This function gets the speed of a specified effect.

## Syntax

float getEffectSpeed ( effect theEffect )

**OOP Syntax** Help! I don't understand this!

- Method:** *effect:getSpeed(...)*
- Variable:** *.speed*
- Counterpart:** *setEffectSpeed*

## Required Arguments

- **theEffect:** The effect to get the speed of.

## Returns

Returns float containing the effect's speed, *false* if invalid arguments were specified.