ShowSound

Prints world sound IDs in the debug output window to help when writing scripts with setWorldSoundEnabled.

> **Note:** This function only works in development mode.

Syntax

```
bool showSound ( bool state )
```

Required Arguments

- **state:** A boolean indicating if the world sound IDs should be printed in the debug window or not.

Returns

- Returns *true* if the function is successful, *false* otherwise.