IsDiscordRichPresenceConnected

> **ADDED/UPDATED IN VERSION 1.6.0 r22270:**
>
> The function checks if the client has Discord Rich Presence enabled.

Syntax

```
bool isDiscordRichPresenceConnected()
```

OOP Syntax Help! I don't understand this!

> **Method**: *DiscordRPC:isConnected(...)*

Returns

Returns *true* if Discord Rich Presence is enabled on the client, *false* if disabled.