GetSFXStatus

This function checks if a big sound container is available to use or not.

> ⚠️ **Warning:** Many players use versions of GTA:SA (especially pirated versions) that have audio files full of zeros so that they can compress better in their *AUDIO|SFX|* folder. (They lack any data)
>
> In case of these invalid audio files, this function returns *false*.

Syntax

```
bool getSFXStatus ( string audioContainer )
```

Required Arguments

- **audioContainer:** The container name. Possible values are: "feet", "genrl", "pain_a", "script", "spc_ea", "spc_fa", "spc_ga", spc_na", "spc_pa"

Returns

Returns *true* if the sound container is available, *false* otherwise.