

Client-side function

IsSoundPaused

This function is used to return the current pause state of the specified sound element.

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

Syntax

```
bool isSoundPaused ( element theSound )
```

OOP Syntax Help! I don't understand this!

Method: *sound:isPaused(...)*

Variable: *.paused*

Counterpart: *setSoundPaused*

Required Arguments

- **theSound:** the sound element which pause state you want to return.

Returns

Returns *true* if the sound element is paused, *false* if unpaused or invalid arguments were passed.