

GetSoundEffects

Returns the states of all effects of a sound.

Syntax

table getSoundEffects (element sound)

OOP Syntax Help! I don't understand this!

Method: *sound:getEffects(...)*

Required Arguments

- **sound:** a sound element.

Returns

Returns a table with the effect names as the keys, and their states as the values if successful. Otherwise, it returns *false*.

Sound effect names:

- **gargle**
- **compressor**
- **echo**
- **i3dl2reverb**
- **distortion**
- **chorus**
- **parameq**
- **reverb**
- **flanger**