GetSoundMinDistance

Gets a custom sound Minimum distance at which the sound stops getting louder.

Syntax

```
int getSoundMinDistance ( element sound )
```

OOP Syntax Help! I don't understand this!

Method: *sound:getMinDistance(...)*
Variable: *.minDistance*
Counterpart: *setSoundMinDistance*

Required Arguments

* **sound:** a sound element.

Returns

Returns an *integer* of the minimum distance, *false* if invalid arguements where passed.