

# GetSoundBPM

This function gets the beats per minute of a specific sound element.

**Warning:** This function is expensive to call and will freeze the client about 1-3 seconds. Also, trying to get the BPM from a sound directly after its creation will make the sound start only after the client freeze. You can use a `setTimer` to call this function after song creation so it can play normally.

## Syntax

```
int getSoundBPM ( element sound )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *sound.getBPM(...)*

## Required Arguments

- **sound:** a sound element that is created using `playSound` or `playSound3D`

## Returns

Returns the beats per minute of the given sound.