

Client-side function

IsAmbientSoundEnabled

This function allows you to check if some background sound effects are enabled.

Syntax

```
bool isAmbientSoundEnabled( string theType )
```

Required Arguments

- **theType:** The type of ambient sound to test. Can be either "gunfire" or "general".

Returns

Returns *true* if the ambient sound is enabled, *false* if it is disabled or invalid values were passed.