

GetSoundPosition

This function is used to return the current seek position of the specified sound element. If the element is a player, this function will use the players voice.

Syntax

```
float getSoundPosition ( element theSound )
```

OOP Syntax Help! I don't understand this!

Method: *sound:getPlaybackPosition(...)*

Variable: *.playbackPosition*

Counterpart: *setSoundPosition*

Required Arguments

- **theSound:** The sound element which seek position you want to return.

Returns

Returns a float value indicating the seek position of the sound element in seconds.