

# IsWorldSoundEnabled

This function allows you to check if certain world sound effects have not been disabled by `setWorldSoundEnabled`

## Syntax

```
bool isWorldSoundEnabled( int group, [ int index = -1 ] )
```

## Required Arguments

- **group** : An integer representing the world sound group

## OptionalArguments

- **index** : An integer representing an individual sound within the group

## Returns

Returns *true* if the world sounds are enabled, *false* if they are disabled or invalid values were passed.