

# IsSoundLooped

This function is used to return the current loop state of the sound element.

## Syntax

```
bool isSoundLooped ( element theSound )
```

**OOP Syntax** [Help! I don't understand this!](#)

**Method:** *sound:isLooped(...)*

**Counterpart:** *setSoundLooped*

## Required Arguments

- **theSound:** The sound element which you want to get the loop state.

## Returns

Returns *true* if the sound element is looped, *false* otherwise.