

IsSoundPanningEnabled

This function checks whether panning is enabled in a sound element or not.

Tip: Although this function works in no-3D sounds (those created by `playSound`), it only makes sense to use it with 3D sounds (created by `playSound3D`). Please refer to `setSoundPanningEnabled` for a explanation of what this property does.

Syntax

```
bool isSoundPanningEnabled ( element theSound )
```

OOP Syntax Help! I don't understand this!

Method: *sound:isPanningEnabled(...)*

Variable: *.panningEnabled*

Counterpart: *setSoundPanningEnabled*

Required Arguments

- **theSound** : A valid sound element.

Returns

Returns *true* if the sound is valid and it has panning enabled, *false* if it does not or is not valid.