

GetSoundLength

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

Syntax

```
float getSoundLength ( element theSound )
```

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

Method: *sound:getLength(...)*

Variable: *.length*

Required Arguments

- **theSound:** the sound element which length you want to return.

Returns

Returns an float value indicating the playback length of the sound element in seconds.