

GetSoundProperties

This function gets the properties of a specific sound.

Syntax

float, float, float, bool getSoundProperties(element sound)

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

Method: *sound.getProperties(...)*
Counterpart: *setSoundProperties*

Required Arguments

- **sound:** a sound element that is created using playSound or playSound3D

Returns

This function returns 3 floats and a boolean value:

The first float is the sound's sample rate, the second one the sound's tempo, and the third one the pitch of the sound. The boolean representing whether the sound is reversed or not.