IsPlayerMuted

Use this function to check if a player has been muted.

Syntax

```
bool isPlayerMuted ( player thePlayer )
```

OOP Syntax Help! I don't understand this!

Method: *player:isMuted(...)*
Variable: *.muted*
Counterpart: *setPlayerMuted*

Required Arguments

- **thePlayer:** The player you are checking.

Returns

Returns *true* if the player is muted and *false* otherwise.