

Client-side function

GetSoundMaxDistance

Gets a custom sound max distance at which the sound stops.

Syntax

```
int getSoundMaxDistance ( element sound )
```

OOP Syntax Help! I don't understand this!

Method: *sound.getMaxDistance(...)*

Variable: *.maxDistance*

Counterpart: *setSoundMaxDistance*

Required Arguments

- **sound:** a sound element.

Returns

Returns an *integer* of the max distance, *false* if invalid arguments where passed.