GetSoundPan

This function is used to get the pan level of the specified sound element.

Syntax

```
float getSoundPan ( element theSound )
```

OOP Syntax Help! I don't understand this!

> **Method**: *sound:getPan(...)*
> **Variable**: *.pan*
> **Counterpart**: *setSoundPan*

Required Arguments

- **theSound:** the sound element which pan you want to get.

Returns

Returns *float* value with range from *-1.0 (left)* to *1.0 (right), false* otherwise.