SndGetSysBeepState Determine whether SysBeep is enabled

#include <<u>Sound.h</u>> <u>Sound Manager</u>

<u>*sysBeepState</u>; either the <u>sysBeepDisable</u> or the <u>sysBeepEnable</u>

constant.

The **SndGetSysBeepState** procedure is used to determine whether SysBeep is enabled.

sysBeepState is one of two states, either the sysBeepDisable or the sysBeepDisable or the

Returns: none