

getSyncSceneProperty



Introduced in	
Version:	2.12
Description	
Description:	Returns whether a specific scene property is synchronized through the network.
Syntax	
Syntax:	<code>getSyncSceneProperty</code> property
Parameters:	<ul style="list-style-type: none">property: String - Property to check (see setSyncSceneProperty for possible options).
Return Value:	Boolean - If <code>true</code> , then property is synchronized.
Examples	
Examples:	<code>_rainSynch = getSyncSceneProperty "rain"</code>
Additional Information	
See also:	setSyncSceneProperty
Multiplayer:	
Problems:	

Notes