SetPedVoice

Changes the voice of a ped.

> **Note:** A ped voice is one of the GTA built in voice character types. Not to be confused with a player voice.

Syntax

```
bool setPedVoice ( ped thePed, string voiceType, string voiceName )
```

OOP Syntax Help! I don't understand this!

Method: *ped:setVoice(...)*

Required Arguments

- **thePed:** the ped whose voice to change.
- **voiceType:** the voice type. See ped voices for possible types.
- **voiceName:** the voice name within the specified type. See ped voices for possible voices.

Returns

Returns *true* when the voice was successfully set, *false* otherwise.