ResetPedVoice

> **BETA: NEW FEATURE (BUILD: 1.6.0 r21874)**
> Resets the voice of a ped to a default one.

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

Syntax

```
bool resetPedVoice ( ped thePed )
```

OOP Syntax Help! I don't understand this!

> **Method**: *ped:resetVoice(...)*

Required Arguments

- **thePed:** the ped whose voice to reset.

Returns

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