SetPlayerVoiceIgnoreFrom

This function allows you to mute voices for a player.

> **Important Note:** This function should only be used as a low-level function for advanced users. For typical Voice scripting, please see the Voice Resource

Syntax

```
bool setPlayerVoiceIgnoreFrom ( element thePlayer, mixed ignoreFrom )
```

OOP Syntax Help! I don't understand this!

> **Method**: *player:setVoiceIgnoreFrom(...)*
> **Variable**: *.voiceIgnoreFrom*

Required Arguments

- **thePlayer:** The player you wish to change
- **ignoreFrom:** Element or table of elements which the player should not hear voices from. Use *nil* if no one should be ignored.

Returns

Returns *true* if the value was set successfully, *false* otherwise.