

# OnPlayerVoiceStart

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

This event is triggered when a player starts talking through voice chat.

## Parameters

No parameters.

## Source

The source of this event is the player element that just started talking through voice chat.

## Cancel effect

If this event is canceled the player will not broadcast his voice chat to anyone in the server.