SetPlayerMuted

Use this function to mute or unmute the player. Muted player won't be able to say anything in chat.

Syntax

```
bool setPlayerMuted ( player thePlayer, bool state )
```

OOP Syntax Help! I don't understand this!

> **Method**: *player:setMuted(...)*
> **Variable**: *.muted*
> **Counterpart**: *isPlayerMuted*

Required Arguments

- **thePlayer:** The player you are muting or unmuting.
- **state:** Use **true** to mute and **false** to unmute the player.

Returns

Returns *true* if the player was successfully muted or unmuted, *false* otherwise.