SetPlayerVoiceBroadcastTo

This function allows you to change who can hear the voice of 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 setPlayerVoiceBroadcastTo ( element thePlayer, mixed broadcastTo )
```

OOP Syntax Help! I don't understand this!

> **Method**: *player:setVoiceBroadcastTo(...)*
> **Variable**: *.voiceBroadcastTo*

Required Arguments

- **thePlayer:** The player you wish to change
- **broadcastTo :** Element or table of elements who should hear the voice from this player

Returns

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