

# OnClientPlayerVoiceStart

**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.

**Note:** This event triggers inconsistently. You should use `onPlayerVoiceStart` and trigger a custom client-sided event to get similar results, minus the `cancelEvent` effect.

## Parameters

No parameters.

## Source

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

## Cancel effect

- If the source is the local player, the local player will not broadcast his voice chat to the server
- If the source is a remote player, the player who started talking will not be heard.