

OnClientPlayerVoiceStop

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

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

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 stopped 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.