

On Member Connect

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Python

Similar to Member Join, we'll use Server IDs

This basic code checks voice channel updates
It uses the if statements to check if users have joined channels

Overall it will message a text channel when
a user joins the voice channel!

```
@client.event
async def on_voice_state_update(member,before,after):
    if before.channel is None and after.channel is not None:
        guild = client.get_guild(935956758160089088)
        channel = guild.get_channel(935956758160089091)
        await channel.send(f"{member.mention} joined the voice channel!")
```

Now, some may wonder...
How do I change member's voice channels?

```
await member.edit(voice_channel=None)
```

Similar to nickname, we can change a members voice_channel.
None means, disconnect them from all channels.