

# AclGroupAddObject

This function adds an object to the given ACL group. An object can be a player's account, specified as:

*user.<accountname>*

Or a resource, specified as:

*resource.<resourcename>*

Objects are specified as strings. The ACL groups work for the user accounts and the resources that are specified in them.

## Syntax

```
bool aclGroupAddObject ( aclgroup theGroup, string theObjectName )
```

**OOP Syntax** [Help! I don't understand this!](#)

**Method:** *aclgroup:addObject(...)*

## Required Arguments

- **theGroup:** The group to add the object name string too.
- **theObjectName:** The object string to add to the given ACL.

## Returns

Returns *true* if the object was successfully added to the ACL, *false* if it already existed in the list.