

# ResendPlayerModInfo

This function will force the specified player to resend their mod info, triggering the onPlayerModInfo event again.

## Syntax

```
bool resendPlayerModInfo ( player thePlayer )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *player:resendModInfo(...)*

## Required Arguments

- **thePlayer:** A player object referencing the specified player

## Returns

Returns *true* if the mod info will be resent, *false* otherwise.