

Server-side function

# SetPickupRespawnInterval

Sets the time it takes for a pickup to respawn after a player picked it up.

## Syntax

```
bool setPickupRespawnInterval ( pickup thePickup, int ms )
```

## Required Arguments

- **thePickup:** the pickup to set the respawn time of
- **ms:** the new respawn time in ms

## Returns

Returns *true* if the new respawn time was set successfully, *false* otherwise.