

# SetVehicleIdleRespawnDelay

This function sets the time delay (in milliseconds) the vehicle will remain at its position while empty.

**Important Note:** toggleVehicleRespawn must be set to true for this function to have any effect

## Syntax

bool setVehicleIdleRespawnDelay ( vehicle theVehicle, int timeDelay )

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

**Method:** *vehicle:setIdleRespawnDelay(...)*  
**Variable:** *.idleRespawnDelay*

## Required Arguments

- **theVehicle:** The vehicle you wish to change the respawn delay of.
- **timeDelay:** The number of milliseconds the vehicle will be allowed to remain unused until it respawns.

## Returns

Returns *true* if the vehicle was found and edited.