

# KillTimer

This function allows you to kill/halt existing timers.

## Syntax

```
bool killTimer ( timer theTimer )
```

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

**Method:** *timer:destroy(...)*

## Required Arguments

- **theTimer:** The timer you wish to halt.

## Returns

Returns *true* if the timer was successfully killed, *false* if no such timer existed.