

SetObjectBreakable

ADDED/UPDATED IN VERSION 1.6.0 r21765:

Added also as a server-side function. Previously only available as a client-side function.

This function sets an object to be breakable/unbreakable.

Syntax

```
bool setObjectBreakable ( object theObject, bool breakable )
```

OOP Syntax Help! I don't understand this!

- Method:** *object:setBreakable(...)*
- Variable:** *.breakable*
- Counterpart:** *isObjectBreakable*

Required Arguments

- **object** the object that's being set.
- **breakable** a boolean whether the object is breakable (true) or unbreakable (false).

Returns

- *true* if the object is now breakable.
- *false* if it can't or if invalid arguments are passed.