# SetVehicleRespawnDelay

This function sets the time delay (in milliseconds) the vehicle will remain wrecked before respawning.

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

## Syntax

```
bool setVehicleRespawnDelay ( vehicle theVehicle, int timeDelay )
```

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

> **Method**: *vehicle:setRespawnDelay(...)*
> **Variable**: *.respawnDelay*

### Required Arguments

- **theVehicle**: The vehicle you wish to change the respawn delay of.
- **timeDelay**: The amount of milliseconds to delay.

## Returns

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