

RespawnObject

This function respawns a specific object.

Syntax

```
bool respawnObject ( object theObject )
```

OOP Syntax Help! I don't understand this!

Method: *object:respawn(...)*

Required Arguments

- **theObject:** an object element

Returns

- *true* if the object was sucessfully respawned.
- *false* if the object is not breakable, or a wrong object was given.