SetUnbanTime

This function sets a new unban time of a given ban using unix timestamp (seconds since Jan 01 1970).

Syntax

```
bool setUnbanTime( ban theBan, int theTime )
```

OOP Syntax Help! I don't understand this!

> **Method**: *ban:setUnbanTime(...)*
> **Variable**: *.unbanTime*
> **Counterpart**: *getUnbanTime*

Required Arguments

- **theBan:** The ban of which to change the unban time of
- **theTime:** the new unban time

Returns

Returns *true* if changed successfully, *false* otherwise.