

# EngineRestoreAnimation

This function restores internal (default) animations that were replaced using engineReplaceAnimation function. This function only affects a specific player or ped just like engineReplaceAnimation.

If only 1st parameter (ped) is provided to this function, all replaced animations are restored. If block name is also provided for 2nd parameter, then replaced animations within that block are restored. If 3rd parameter (animation name) is provided, then only that specific animation within that specific block is restored.

## Syntax

```
bool engineRestoreAnimation ( ped thePed [, string InternalBlockName, string InternalAnimName ] )
```

## Required Arguments

- **thePed:** the player or ped you want to restore an animation(s) for.

## Optional Arguments

*NOTE:* When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **InternalBlockName:** the internal block name.
- **InternalAnimName:** the internal animation name inside InternalBlockName.

## Returns

Returns *true* on success, *false* in case of failure.