

CopyResource

This function copies a specified resource with a new name.

Syntax

```
resource copyResource ( resource theResource, string newResourceName [, string organizationalDir ] )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *resource:copy(...)*

Required Arguments

- **theResource:** the resource which is going to be copied
- **newResourceName:** the name that the copied resource will receive

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.

- **organizationalDir:** A string containing the path where the resource should be copied to (e.g. "[gamemodes]/[amx]").

Returns

Returns the resource element of the copy. Returns *false* if the arguments are incorrect.