SetTeamName

This function is used to set a team's name.

Syntax

```
bool setTeamName ( team theTeam, string newName )
```

OOP Syntax Help! I don't understand this!

>**Method**: *team:setName(...)*
>**Variable**: *.name*
>**Counterpart**: *getTeamName*

Required Arguments

- **theTeam:** The team you want to change the name of.
- **newName:** A string representing the name you want the team to be called.

Returns

Returns *true* if the team was valid and the name was changed, *false* otherwise.