SetBanReason

This function sets the reason for the specified ban.

Syntax

```
bool setBanReason( ban theBan, string theReason )
```

OOP Syntax Help! I don't understand this!

> **Method**: *ban:setReason(...)*
> **Variable**: *.reason*
> **Counterpart**: *getBanReason*

Required Arguments

- **theBan:** The ban that you wish to set the reason of.
- **theReason:** the new reason (max 60 characters).

Returns

Returns *true* if the new reason was set successfully, *false* otherwise.