

# RefreshResources

This function finds new resources and checks for changes to the current ones.

**Note:** The resource using this function needs access to *function.refreshResources* in order for this function to work. You can give it the access by including an `aclrequest` command in its `meta.xml` file or by adding it to the admin ACL group.

## Syntax

```
bool refreshResources ( [ bool refreshAll = false, resource targetResource = nil ] )
```

## 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.

- **refreshAll:** If *true* NRP will check for changes in all resources. If *false*, NRP will only check for new resources and try to reload resources with errors

### ADDED/UPDATED IN VERSION 1.5.5-9.11718 :

- **targetResource:** If set, the refresh is restricted to the supplied resource only

**Note:** Checking for changes in all resources can result in lag for a short period of time. It should generally be avoided to set `refreshAll` to *true*.

## Returns

Returns true if refresh was successful, false otherwise.