

# XmlNodeSetName

Sets the tag name of the specified XML node.

## Syntax

```
bool XmlNodeSetName ( XmlNode node, string name )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *XmlNode.SetName(...)*

**Variable:** *.name*

**Counterpart:** *XmlNode.GetName*

## Required Arguments

- **node:** the node to change the tag name of.
- **name:** the new tag name to set.

## Returns

Returns *true* if successful, *false* otherwise.