SetPlayerTeam

This function adds a player to an existing team. The player will automatically be removed from his current team if he's on one.

Syntax

```
bool setPlayerTeam ( player thePlayer, team theTeam )
```

OOP Syntax Help! I don't understand this!

>
> **Method**: *player:setTeam(...)*
> **Variable**: *.team*
> **Counterpart**: *getPlayerTeam*

Required Arguments

- **thePlayer:** The player you wish to add to a team.
- **theTeam:** The team you want to add the player to, or *nil* if you wish to unassign a player from his team.

Returns

Returns *true* if the player was successfully added to the specified team or removed from his previous one, *false* otherwise.