

SetBanAdmin

This function sets a new admin for a ban.

Syntax

```
bool setBanAdmin ( ban theBan, string theAdmin )
```

OOP Syntax Help! I don't understand this!

- Method:** *ban:setAdmin(...)*
- Variable:** *.admin*
- Counterpart:** *getBanAdmin*

Required Arguments

- **theBan:** The ban you want to change the admin of.
- **theAdmin:** The new admin.

Returns

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