

ToggleVehicleRespawn

This function toggles whether or not the vehicle will be respawned after blown or idle.

Syntax

```
bool toggleVehicleRespawn ( vehicle theVehicle, bool Respawn )
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:toggleRespawn(...)*

Required Arguments

- **theVehicle:** The vehicle you wish to toggle the respawning of.
- **Respawn:** A boolean determining if the vehicle will respawn or not.

Returns

Returns *true* if the vehicle was found and edited.