ResetVehicleExplosionTime

Resets the vehicle explosion time. This is the point in time at which the vehicle last exploded: at this time plus the vehicle's respawn delay, the vehicle is respawned. You can use this function to prevent the vehicle from respawning.

Syntax

```
bool resetVehicleExplosionTime ( vehicle theVehicle )
```

Required Arguments

- **theVehicle:** The vehicle you wish to reset the explosion time from.

Returns

Returns *true* if the vehicle explosion time has been reset, *false* if it failed to reset the explosion time.