SetAccountName

> **ADDED/UPDATED IN VERSION 1.5.5 r11747:**
>
> This function sets the name of an account.

Syntax

```
bool setAccountName ( account theAccount, string name [, bool allowCaseVariations = false] )
```

OOP Syntax Help! I don't understand this!

> **Method**: *account:setName(...)*
> **Variable**: *.name*
> **Counterpart**: *getAccountName*

Required Arguments

- **theAccount:** The account you wish to change the name.
- **name:** The new name.

Optional Arguments

- **allowCaseVariations:** Whether the username is case sensitive (if this is set to true, usernames "Bob" and "bob" will refer to different accounts)

Returns

Returns a *true* if the account name was set, *false* if an invalid argument was specified.