

ResetTimer

This function allows you to reset the elapsed time in existing timers to zero. The function does not reset the 'times to execute' count on timers which have a limited amout of repetitions.

Syntax

```
bool resetTimer ( timer theTimer )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *timer:reset(...)*

Required Arguments

- **theTimer:** The timer whose elapsed time you wish to reset.

Returns

Returns *true* if the timer was successfully reset, *false* otherwise.