

AclGroupRemoveObject

This function removes the given object from the given ACL group. The object can be a resource or a player. See `aclGroupAddObject` for more details.

Syntax

```
bool aclGroupRemoveObject ( aclgroup theGroup, string theObjectString )
```

OOP Syntax Help! I don't understand this!

Method: *aclgroup:removeObject(...)*

Required Arguments

- **theGroup:** The ACL group to remove the object string from
- **theObjectString:** The object to remove from the ACL group

Returns

Returns *true* if the object existed in the ACL and could be removed, *false* if it could not be removed for some reason, ie. it did not exist in the given ACL group.