

# ToggleObjectRespawn

This function is used to toggle if an object should respawn after it got destroyed

## Syntax

```
bool toggleObjectRespawn ( object theObject, bool respawn )
```

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

**Method:** *object:toggleRespawn(...)*

## Required Arguments

- **theObject:** the object you want to toggle the respawn from
- **respawn** : a bool denoting whether we want to enable (*true*) or disable (*false*) respawning

## Returns

- *true* when the it was changed successfully.
- *false* otherwise.