## ${\bf GetPickup Respawn Interval}$

Returns the time it takes before a pickup respawns after a player picked it up. The time is specified in milliseconds.

## **Syntax**

int getPickupRespawnInterval ( pickup thePickup )

## **Required Arguments**

• thePickup: the pickup you want the respawn time of

## **Returns**

Returns the respawn time of the pickup if successful, false in case of failure.