

ResetMapInfo

This function is used to reset the state of a player. It is intended to restore a player to his default state as if he had just joined the server, without any scripts affecting him.

Syntax

```
bool resetMapInfo ( [ player thePlayer = root ] )
```

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **thePlayer:** The specific player you wish to restore the state of. Not specifying this will result in all players map info being reset.

Returns

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