BreakObject

This function breaks a specific object.

> **Note:** Only breakable objects can be broken.

Syntax

```
bool breakObject ( object theObject )
```

OOP Syntax Help! I don't understand this!

> **Method**: *object:break(...)*

Required Arguments

- **theObject:** an object element

Returns

- *true* if the object was successfully broken.
- *false* if the object is not breakable, or a wrong object was given.