

# SetBanNick

This function sets a new nick for a ban.

## Syntax

```
bool setBanNick ( ban theBan, string theNick )
```

**OOP Syntax** Help! I don't understand this!

- Method:** *ban:setNick(...)*
- Variable:** *.nick*
- Counterpart:** *getBanNick*

## Required Arguments

- **theBan:** The ban you want to change the nick of.
- **theNick:** A string representing the nick you want to set the ban to.

## Returns

Returns *true* if changed, *false* otherwise.