RespawnVehicle

This function respawns a vehicle according to its set respawn position, set by setVehicleRespawnPosition or the position and rotation it was created on. To spawn a vehicle to a specific location just once, spawnVehicle can be used.

Syntax

```
bool respawnVehicle ( vehicle theVehicle )
```

OOP Syntax Help! I don't understand this!

> **Method**: *vehicle:respawn(...)*

Required Arguments

- **theVehicle:** The vehicle you wish to respawn

Returns

Returns *true* if the vehicle respawned successfully, *false* if the passed argument does not exist or is not a vehicle.