

# fn\_vbs\_addonExists



<b>Introduced in</b>	
<b>Version:</b>	3.4
<b>Description</b>	
<b>Description:</b>	Checks if an addon exists, based on the presence of its name in the <code>CfgPatches</code> class. If the checked addon does not exist, a warning dialog is displayed.
<b>Syntax</b>	
<b>Syntax:</b>	[addonName] call <code>fn_vbs_addonExists</code>
<b>Parameters:</b>	<ul style="list-style-type: none"><li>addonName: <a href="#">String</a> - The name of the addon.</li></ul>
<b>Return Value:</b>	<a href="#">Boolean</a> - Returns <code>true</code> if the addon exists, <code>false</code> otherwise.
<b>Warning</b>	
When using functions in VBS versions <b>older than 3.4</b> , certain limitations and requirements should be kept in mind - the main ones being that capitalization of the function name is crucial, and that <code>#include "vbs2\headers\function_library.hpp"</code> has to be included in every script that utilizes it. More <a href="#">Category VBS Scripting Functions</a> .	
<b>Examples</b>	
<b>Examples:</b>	<pre>_ret = ["vbs2_weapons_launchers_miclic_exclusive"] call fn_vbs_addonExists</pre>
<b>Additional Information</b>	
<b>See also:</b>	<a href="#">getAddonLocation</a> , <a href="#">getVirtualFilePath</a>
<b>Multiplayer:</b>	
<b>Problems:</b>	

## Notes