

resetAllRegisteredParams



Introduced in	
Version:	1.60
Description	
Description:	Resets the configuration parameters, which have been modified by setRegisteredParam , to their default values. Note: The reset happens automatically, when a mission is loaded or cleared in the editor.
Syntax	
Syntax:	<code>resetAllRegisteredParams</code>
Parameters:	
Return Value:	Nothing
Examples	
Examples:	
Additional Information	
See also:	setRegisteredParam
Multiplayer:	MP behavior is unsupported and undefined.
Problems:	

Notes