deleteIdentity

VBS2
1.00

E L
Local

Introduced in	
Version:	1.00
Description	
Description:	Deletes an identity (created using saveIdentity) from the campaign progress file.
Syntax	
Syntax:	**deleteIdentity** identityName
Parameters:	• identityName: String - Name of the saved identity.
Return Value:	Boolean - Returns true, if the identity is deleted successfully, false if not.
Examples	
Examples:	deleteIdentity "playerIdentity"
Additional Information	
See also:	**saveIdentity**
Multiplayer:	
Problems:	

Notes