XmlNodeSetAttribute

This function is used to edit an attribute of a node in a configuration file.

Syntax

```
bool xmlNodeSetAttribute ( xmlnode node, string name, string/float value )
```

OOP Syntax Help! I don't understand this!

> **Method**: *xmlnode:setAttribute(...)*
> **Counterpart**: *xmlNodeGetAttribute*

Required Arguments

- **node:** The node of which you wish to edit an attribute.
- **name:** The name of the attribute.
- **value:** The value which you wish to change the attribute to. (**Note:** *nil* will delete the attribute)

Returns

Returns *true* if the attribute was set successfully, *false* if the node and/or attribute do not exist, or if they're faulty.