

SetAccountData

Important Note: You **MUST** use the standard *module.key* naming for your keys, as shown in the example below. This prevents collisions between different scripts.

This function sets a string to be stored in an account. This can then be retrieved using `getAccountData`. Data stored as account data is persistent across user's sessions and maps, unless they are logged into a guest account. Even if logged into a guest account, account data can be useful as a way to store a reference to your own account system, though it's persistence is equivalent to that of using `setElementData` on the player's element.

Syntax

```
bool setAccountData ( account theAccount, string key, var value )
```

OOP Syntax Help! I don't understand this!

Method: *account:setData(...)*

Counterpart: *getAccountData*

Required Arguments

- **theAccount:** The account you wish to retrieve the data from.
- **key:** The key under which you wish to store the data
- **value:** The value you wish to store. Set to `false` to remove the data. **NOTE:** you cannot store tables as values, but you can use toJSON strings.

Returns

Returns a *true* if the account data was set, *false* if an invalid argument was specified.