SetPlayerAnnounceValue

This function allows you to change ASE announce values for any player using a specified key. As an example this can be used to change the "score" value which will be shown at game-state.com's server list.

For server-wide changes you can use setRuleValue!

Syntax

```
bool setPlayerAnnounceValue ( element thePlayer, string key, string value )
```

OOP Syntax Help! I don't understand this!

> **Method**: *player:setAnnounceValue(...)*
> **Counterpart**: *getPlayerAnnounceValue*

Required Arguments

- **thePlayer:** The player whos announce value you wish to change.
- **key:** The key which the value will be stored at.
- **value:** The value you wish to store.

Returns

Returns *true* if the value was succesfully, *false* otherwise.