SetResourceInfo

This function sets the value of any attribute in a resource info tag.

> **Note:** This function requires the resource to have 'ModifyOtherObjects' ACL right.

Syntax

```
bool setResourceInfo ( resource theResource, string attribute, string value )
```

OOP Syntax Help! I don't understand this!

>   **Method**: *resource:setInfo(...)*

Required Arguments

- **theResource:** the resource we are setting info to.
- **attribute:** the name of the attribute that is to be set.
- **value:** the value of this attribute

Returns

Returns *true* if the info was successfully set, *false* otherwise