

Set

This function is used to save arbitrary data under a certain name on the settings registry.

It's important to note that `set` *always* writes to the `settings.xml` file, even if `get` read the value from a resource's `meta.xml`. This means that the admin can specify settings in the `settings.xml` that override the resource's defaults, but that the defaults can still be retrieved if need be. As a general principle, resources should not be designed so that the admin is required to modify them, they should be 'black boxes'.

Syntax

```
bool set ( string settingName, var value )
```

Required Arguments

- **settingName:** The name of the setting you want to set. See setting names for information on settings names.
- **value:** The value to set the setting to. This can be any Lua data type, except for functions, most userdata (only resources can't be stored) and threads.

Returns

Returns *true* if the setting has been set, *false* if you do not have access to the setting or invalid arguments were passed.