

AclSetRight

This functions changes or adds the given right in the given ACL. The access can be *true* or *false* and specifies whether the ACL gives access to the right or not.

Syntax

```
bool aclSetRight ( acl theAcl, string rightName, bool hasAccess )
```

OOP Syntax Help! I don't understand this!

Method: *acl:setRight(...)*

Counterpart: *aclGetRight*

Required Arguments

- **theAcl:** The ACL to change the right of
- **rightName:** The right to add/change the access property of. It **must** be prefixed with "**function.**" or "**command.**" or "**general.**" or "**resource.**"
- **hasAccess:** Whether the access should be set to true or false

Returns

Returns *true* if the access was successfully changed, *false* or *nil* if it failed for some reason, ie. invalid ACL or the rightname is invalid.