

SetObjectProperty

This function sets a property of the specified object.

Syntax

```
bool setObjectProperty ( object theObject, string property, var value )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *object:setProperty(...)*

Counterpart: *getProperty*

Required Arguments

- **theObject:** the object you wish to change a property of.
- **property:** the property you want to set the value of:
 - "mass" - *float*
 - "turn_mass" - *float*
 - "air_resistance" - *float*
 - "elasticity" - *float*
 - "center_of_mass" - *Vector3D* - **(x, y, z)**
 - "buoyancy" - *float*
- **value:** the new value for the property.

Returns

Returns *true* if the property was set successfully, *false* otherwise.