

```
\setbox <register> = <box>  
\box <register>
```

These commands respectively set and retrieve the contents of the box register whose number is *<register>*. Note that you set a box register a little differently than you set the other kinds of registers: you use `\setbox n =` rather than `\box n =`.

*Retrieving the contents of a box register with these commands has the side effect of emptying it, so that the box register become void.* If you don't want that to happen, you can use `\copy` (see below) to retrieve the contents. You should use `\box` in preference to `\copy` when you don't care about what's in a box register after you've used it, so as not to exhaust T<sub>E</sub>X's memory by filling it with obsolete boxes.

*Example:*

```
\setbox0 = \hbox{mushroom}  
\setbox1 = \vbox{\copy0\box0\box0}  
\box1
```

*produces:*

```
mushroom  
mushroom
```