

[prr](#) Build Status

An sensible alternative to `Object.defineProperty()`.
Available in npm and Ender as **prr**.

Usage

Set the property 'foo' (`obj.foo`) to have the value 'bar' with default options ('enumerable', 'configurable' and 'writable' are all `false`):

```
prr(obj, 'foo', 'bar')
```

Adjust the default options:

```
prr(obj, 'foo', 'bar', { enumerable:  
    true, writable: true })
```

Do the same operation for multiple properties:

```
prr(obj, { one: 'one', two: 'two' })  
// or with options:  
prr(obj, { one: 'one', two: 'two' }, {  
    enumerable: true, writable:  
    true })
```

```
var prr = require('prr'); prr(...);

build and $ .prr(...)

prr is Ender-compatibile so you can include it in your Ender
close to what you want.

back to an object[property] = value so you can get
anywhere! For pre-ES5 environments prr will simply fall-
```

Where can I use it?

```
prr(obj, { one: 'one', two: 'two' },
    // multiple properties:
    // configurable
    enumerable and writable but not
    'C', ==, configurable, and 'w', ==, writable,
    each character represents a option: 'e', ==, enumerable,
    As an alternative method we can use an options string where
    Object.defineProperty() so we can simply.
    makes it nearly as bad as the original
    But obviously, having to write out the full options object
    license are reserved. See the included LICENSE.md file for more
    details.
```

Simplify!

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