

The properties

https://livecode.fandom.com/wiki/The_properties

Specifies some of an object's properties and their current values.

Syntax:

```
set the properties of object to propertiesArray
```

Examples:

```
put the properties of button 1 into myArray
set the properties of button 2 to myArray
set the properties of last player to the properties of
player "Example"
```

Use the properties property to set an object's built-in properties, or to copy properties from one object to another.

Not every property is included in the properties property. The properties array is small and containing all needed properties to describe the object, all other properties are unnecessary. The following types of properties are excluded:

- Read-only properties
- The script property and custom properties
- Synonyms: Only one synonym for each property is included.
- Duplicates: Properties that are functionally duplicated by other properties are not included. For example, the rectangle property is included, but not the height, width, top, bottom, left, right, or location properties, because you can derive all of them from the object's rectangle.
- Properties other than object properties: Global properties, local properties, properties of a character or chunk in a field, and adjectives such as short that are implemented internally as properties are all excluded.
- Others: Some other properties are excluded.

The key of each element in the array is the property name. Use the following statements to obtain a list of the properties for a particular object type:

The value of each element in the array is the value of that property for the object. For example, use this statement (after the above example) to get

the object's ID property:

Note: You can't use array notation with an expression, only with a variable, so you must put the properties of the object into a variable before you can access the individual elements of the array. If you want a list of properties and their values, use the [combine](#) command to create a list.

If you set the properties of an object to an array that contains only some of the properties, any properties that aren't in that array are not changed.

This means that you can select which properties to set with the properties property. This is very useful if you need to create a template for some elements.

For example, suppose you want to set the properties of a field to the properties of another field, except that you want to leave the first field's name unchanged:

```
put the properties of field "My Field" into myArray
delete variable myArray[name] -- delete this element
from the array
set the properties of field "New Field" to myArray
-- leaves name property unchanged
```

On storing the properties are set in the correct order to ensure correct recreation of the object.

When setting properties which contain both non-empty color and pattern properties of the same type, the color property will take precedence.

See Also: [keys](#) Function, [propertyNames](#) Function, [customProperties](#) Property, [setProp](#) Control Structure