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## Setting Custom Properties From Within One



NOTE: The tip below no longer applies to MetaCard 2.5/Revolution 2.0 or later. It was deemed a bug, and was fixed. The following tip still works, however, and so is left for those users of earlier versions of MC/Rev.

- > Does anyone else have an opinion on the inability of rev/MC to activate
- > a setProp handler from within one. I can understand not being able to
- > activate the one your in but not being able to activate others sucks.
- > It causes you to do stupid workarounds like using a handler when you
- > really wanted to use a setProp.

Normally, you can trigger a setProp in another object; you just can't trigger any setProps in the object you're in. For example, suppose you had two buttons with the following scripts:

```
-- Button 1

setProp age
  answer "Age"
  set the lemon of button 2 to 1
end age

-- Button 2

setProp lemon
  answer "Lemon"
end lemon
```

If you do:

```
set the age of btn 1 to 10
```

You will get two dialogs: "Age" and "Lemon".

However, there is a workaround that will let you trigger another setProp in the **same** object... here's the script:

```
-- Button 1
setProp age
  answer "Age"
  send "set the lemon of me to 1" to me in 10 milliseconds
  pass age
end age

setProp lemon
  answer "Lemon"
end lemon
```

If you do:

```
set the age of btn 1 to 10
```

You'll get the same two dialogs: "Age" and "Lemon".

Hopefully this will be fixed in the next version of MC/Rev.

Posted 6/21/2002 by Ken Ray to the Use-Revolution List ([See the complete post/thread](#))

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