

**BitSet**                                      Set a specified bit in a bit string to a 1

#include <[ToolUtils.h](#)>

**[Toolbox Utilities](#)**

void	<b>BitSet</b> ( <i>bytePtr</i> , <i>bitNum</i> );	
<u>Ptr</u>	<i>bytePtr</i> ;	address of the byte at the start of a "bit string"
<u>long</u>	<i>bitNum</i> ;	0-based ID of bit to set

This sets a specified bit in a bit string to a 1.

*bytePtr* is the address of the first byte of a sequence of bytes.

*bitNum* identifies the bit to set. It is a positive offset from the first bit in the byte addressed by *bytePtr*. Bits are identified by a logical mapping (matching that used for screen pixels), rather than the normal high-to-low numbering used in CPU operations. See **[BitTst](#)** for details of bit string operations.

**Returns:** none