

**SetEnviron**

Change global variables and routine vectors

#include &lt;Script.h&gt;

**Script Manager**

OsErr            **SetEnviron**(*verb* , *param* );  
short            *verb* ;            value indicating routine vector  
long            *param* ;            value of the variable you want to change  
**returns**            error code; 0=smVerbNotFound

**SetEnviron** is the opposite of **GetEnviron**. Use it to change the global Script Interface System variables and routine vectors.

*verb* indicates the particular global variable or routine vector.

smVersion	=	0	Environment version
smMunged	=	2	Globals changed count
smEnabled	=	4	Environment enabled flag
smBiDirect	=	6	Set if r-to-l and l-to-r scripts installed together
smFontForce	=	8	Force font flag
smIntlForce	=	10	Force international utilities flag
smForced	=	12	Current script forced to system script
smForced	=	14	Current script defaulted to Roman script
smPrint	=	16	Printer action routine
smSysScript	=	18	System script
smAppScript	=	20	Applications script
smKeyScript	=	22	Keyboard script
smSysRef	=	24	System folder reference number
smKeyCache	=	26	Keyboard table cache pointer
smKeySwap	=	28	Swapping table pointer

*param* is the original value of the global variable you want to change.

**Returns:** an OsErr: 0= smVerbNotFound = verb not recognized