

**SetScript**

Set local script variables and routine vectors

#include &lt;Script.h&gt;

**Script Manager**

```

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

```

**SetScript** is the opposite of **GetScript**. Use it to change the local script variables and routine vectors.

*script* shows the local script variable.

*verb* shows values unique to a particular script.

smScriptVersion	=	0	Software version
smScriptMunged	=	2	Script entry changed count
smScriptEnabled	=	4	Script enabled flag
smScriptRight	=	6	Right-to-left flag
smScriptJust	=	8	Justification flag
smScriptRedraw	=	10	Word redraw flag
smScriptSysFond	=	12	Preferred system font
smScriptAppFond	=	14	Preferred application font
smScriptNumber	=	16	Script 'itl0' ID, from dictionary
smScriptDate	=	18	Script 'itl1' ID, from dictionary
smScriptSort	=	20	Script 'itl2' ID, from dictionary
smScriptFlags	=	22	Flags word
smScriptToken	=	24	Script 'itl4 ' ID
smScriptEncoding	=	26	ID of optional 'itl5', if present
smScriptLang	=	28	Current language for script
smScriptNumDate	=	30	Number (high) and date (low) format bytes from 'itlb' resource
smScriptKeys	=	32	Script default 'KCHR' ID from 'itlb' resource
smScriptIcon	=	34	Script default 'kcs#', 'kcs4', & 'kcs8' ID from 'itlb' resource
smScriptPrint	=	36	Script printer action routine
smScriptTrap	=	38	Trap entry point
smScriptCreator	=	40	Script file creator
smScriptFile	=	42	Script file name
smScriptName	=	44	Script name

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

**Returns:** a long that will be 0 for verb value not recognized if the specified script is not installed