

PvAttrEnumSet

Set the value of an enumeration attribute.

Prototype

```
tPvErr PvAttrEnumSet  
(  
    tPvHandle      Camera,  
    const char*    Name,  
    const char*    Value  
);
```

Parameters

<i>Camera</i>	Handle to open camera.
<i>Name</i>	Attribute name.
<i>Value</i>	The enumeration value (a null terminated string).

Return Value

tPvErr type error code. Typical error codes for this function:

<i>ePvErrSuccess</i>	Function successful.
<i>ePvErrOutOfRange</i>	The value is not a member of the current enumeration set.
<i>ePvErrForbidden</i>	The attribute cannot be set at this time.
<i>ePvErrNotFound</i>	The attribute does not exist.
<i>ePvErrWrongType</i>	The attribute is not an enumeration type.