

# fn\_vbs\_setSystemItemCodeParam



<b>Introduced in</b>	
<b>Version:</b>	3.4
<b>Description</b>	
<b>Description:</b>	Sets the code parameter that is passed to the executed code when the Systems-Menu item is activated (SYSTEM_TYPE_ITEM) or toggled (SYSTEM_TYPE_TOGGLE).  For more information, see Systems Menu in the VBS3 User Manual.
<b>Syntax</b>	
<b>Syntax:</b>	[vehicle, systemID, param, updateClients] call <b>fn_vbs_setSystemItemCodeParam</b>
<b>Parameters:</b>	<ul style="list-style-type: none"><li>• vehicle: <a href="#">Object</a> - The vehicle.</li><li>• systemID: <a href="#">Number</a> - The system ID.</li><li>• param: <a href="#">Anything</a> - The code parameter to assign to the item.</li><li>• updateClients: <a href="#">Boolean</a> - Update all clients (optional, default: <a href="#">true</a>).</li></ul>
<b>Return Value:</b>	<a href="#">Boolean</a> - Returns <a href="#">false</a> , if the item or the system do not exist, or the item is of the wrong type.
<b>Warning</b>	
When using functions in VBS versions <b>older than 3.4</b> , certain limitations and requirements should be kept in mind - the main ones being that capitalization of the function name is crucial, and that <b>#include "vbs2\headers\function_library.hpp"</b> has to be included in every script that utilizes it. More <a href="#">Category VBS Scripting Functions</a> .	
<b>Examples</b>	
<b>Examples:</b>	[tank1, 1, "Start Engine", false] call fn_vbs_setSystemItemCodeParam
<b>Additional Information</b>	
<b>See also:</b>	<a href="#">fn vbs setSystemItemCode</a> , <a href="#">fn vbs getSystemItemCodeParam</a>
<b>Multiplayer:</b>	
<b>Problems:</b>	

## Notes