

setRegisteredParam



Introduced in	
Version:	1.54
Description	
Description:	<p>Sets the value of a dynamically modifiable configuration parameter.</p> <p>Modifiable parameters are only available for <code>CfgVehicles</code> classes, and are limited to the ones returned by getRegisteredParams.</p> <p>They exist in parallel to the regular configuration entries, and do not change what is returned by regular configuration reads (for example, getNumber), but the engine uses these, instead of the standard ones, when it comes to vehicle performance and some other situations (for example, friendly tags).</p> <p>Parameters set this way are only reset, when a new mission is loaded or cleared in the editor, or using the resetAllRegisteredParams command. The main purpose of these dynamic parameters is testing and tuning of vehicles.</p>
Syntax	
Syntax:	type setRegisteredParam [config, value]
Parameters:	<ul style="list-style-type: none">• type: String - Class whose configuration should be changed.• config: String - Name of configuration parameter to change (case-sensitive).• value: String, Number or Boolean - New value to be applied.
Return Value:	Nothing
Examples	
Examples:	<pre>"VBS2_AU_Army_MRH90_W" setRegisteredParam ["disableAutoEject",false]; "VBS2_US_ARMY_M1114_D_X" setRegisteredParam ["maxFordingDepth",1];</pre>
Additional Information	
See also:	getRegisteredParam , getRegisteredParams , resetAllRegisteredParams
Multiplayer:	MP behavior is unsupported and undefined.
Problems:	

Notes