

class FB JSAPIAuto SetProperty

Construct
FireJSEvent
get_valid
getAttribute
getMemberCount
getMemberNames
GetMethodObject
GetProperty
GetProperty
HasMethod
HasMethodObject
HasProperty
HasProperty
Invoke
isReserved
JSAPIAuto
registerAttribute
registerMethod
registerProperty
RemoveProperty
RemoveProperty
setAttribute
SetProperty
SetProperty
setReserved
ToString
unregisterMethod
unregisterProperty

```
void FB::JSAPIAuto::SetProperty (const std::string & propertyName,  
                                const variant & value           virtual  
                                )
```

Sets the value of a property.

Parameters

propertyName Name of the property.

value The value.

Implements **FB::JSAPI**.

Definition at line 224 of file **JSAPIAuto.cpp**.

```
225 {  
226     boost::recursive_mutex::scoped_lock lock(m_zoneMutex);  
227     if(!m_valid)  
228         throw object_invalidated();  
229  
230     PropertyFunctorsMap::iterator it = m_propertyFunctorsMap.find(propertyName);  
231     // Note that if an explicit property exists but is not accessible in the current  
232     // security context,  
233     // we throw an exception.  
234     if(it != m_propertyFunctorsMap.end()) {  
235         if (memberAccessible(m_zoneMap.find(propertyName))) {  
236             try {  
237                 it->second.set(value);  
238             } catch (const FB::bad_variant_cast& ex) {  
239                 std::string errorMsg("Could not convert from ");  
240                 errorMsg += ex.from();  
241                 errorMsg += " to ";  
242                 errorMsg += ex.to();  
243                 throw FB::invalid_arguments(errorMsg);  
244             }  
245         } else {  
246             throw invalid_member(propertyName);  
247         } else if (m_allowDynamicAttributes || (m_attributes.find(propertyName) !=  
248             m_attributes.end() && !m_attributes[propertyName].readonly)) {  
249                 registerAttribute(propertyName, value);  
250             } else {  
251                 throw invalid_member(propertyName);  
252             }  
253     }  
254 }
```

FB::JSAPIAuto::registerAttribute

virtual void registerAttribute(const std::string &name, const FB::variant &value, bool readonly=false)

Registers an attribute name and sets the value to `_value`. Optionally read-only.

Definition: **JSAPIAuto.cpp:383**

FB::invalid_arguments

Thrown by a JSAPI object when the argument(s) provided to a SetProperty or Invoke call are found to b...

Definition: **JSExceptions.h:47**

FB::bad_variant_cast

Thrown when `variant::cast<type>` or `variant::convert_cast<type>` fails because the type of the value st...

Definition: **variant.h:133**