

**NAME**

mplist\_put – Set the value of a property in a property list.

**SYNOPSIS**

**MList\*** **mplist\_put** (**MList** \* *plist*, **MSymbol** *key*, void \* *val*)

**DESCRIPTION**

Set the value of a property in a property list. The **mplist\_put()** function searches property list **plist** from the beginning for a property whose key is **key**. If such a property is found, its value is changed to **value**. Otherwise, a new property whose key is **key** and value is **value** is appended at the end of **plist**. See the documentation of **mplist\_add()** for the restriction on **key** and **val**.

If **key** is a managing key, **val** must be a managed object. In this case, the reference count of the old value, if not **NULL**, is decremented by one, and that of **val** is incremented by one.

**RETURN VALUE**

If the operation was successful, **mplist\_put()** returns a sublist of **plist** whose first element is the just modified or added one. Otherwise, it returns **NULL**.

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