

NAME

msymbol_put – Set the value of a symbol property.

SYNOPSIS

int **msymbol_put** (**MSymbol** *symbol*, **MSymbol** *key*, void * *val*)

DESCRIPTION

Set the value of a symbol property. The **msymbol_put()** function assigns **val** to the value of the symbol property that belongs to **symbol** and whose key is **key**. If the symbol property already has a value, **val** overwrites the old one. Both **symbol** and **key** must not be **Mnil**.

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, **msymbol_put()** returns 0. Otherwise it returns **-1** and assigns an error code to the external variable **merror_code**.

ERRORS

MERROR_SYMBOL

SEE ALSO

msymbol_get()

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