

Liquid.Settings.Update

Last Modified on 04.16.26

The *Liquid.Settings.Update* function enables you to update a setting to a new value. Some properties are read-only; for more details, see [the list with all properties](#).

Usage

To update a setting you need to at least specify the ID of the setting and the value. It is possible to update more than one setting at a time.

Example

```
Liquid.Settings.Update(  
  
  // The array with the settings you want to adjust.  
  [  
    {  
  
      // The id of the setting you want to adjust.  
      id: 'portal.background.color',  
  
      // The value you want to assign to the property.  
      value: '000'  
  
    },  
    {  
      id: 'portal.text.shadow',  
      value:false  
    }  
  ],  
  
  // Callback.  
  function (fault, result) {  
  
    // If an error occurs, the fault object will return an error and an error message.  
    console.log(fault);  
  
    // Returns the result of the API call when connected to Application Workspace 3.0 and later. Application Workspace  
    // 2.x APIs will return null  
    console.log(result);  
  
  }  
  
);
```