

# setParameter

```
setParameter(nameOrID, value)
```

## Description

Function to set the value of a parameter. The parameter can be determined by name or ID. The function will have no effect if the parameter does not exist.

**Available in:** Controller, Processor.

## Arguments

<b>nameOrID</b>	The name or ID of the parameter.	string or number
<b>value</b>	The value that you want to set.	The new value must match the data type of the parameter.

## Example

```
-- set the value of the Level parameter of the parent layer
function onLoadIntoSlot()
    this.parent:setParameter("Level", 0) -- set via name
    this.parent:setParameter(38, 0) -- set via ID
end
```

**See Also:** [getParameter](#), [getParameterNormalized](#), [setParameterNormalized](#), [hasParameter](#)