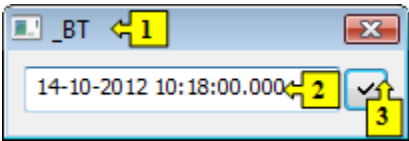# Setting a Value of Local Variable

Setting a value of local variable

Clicking a graphic object with a local variable connected to control opens the following small control window that allows to set a value of the local variable.
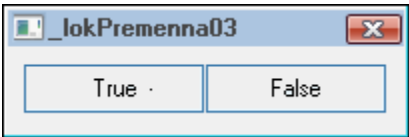
Value is defined by typing it into the input field and clicking the button [✓]. To exit without changes, press the **Esc** key. The appearance of control window depends on the type of local variable connected to given graphic object.

Common appearance of control window:

1	Name of local variable.
2	Value to set.
3	Sets defined value.

For local variables of *Bool* type (Boolean), the control window has the following appearance:

Value setting is performed just by clicking one of the buttons.