
Subject: Re: Witz and map variable

Posted by [Zbych](#) on Tue, 27 Nov 2012 09:50:10 GMT

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Thanks for reply.

I know that I can pass the map from handler. The problem is that this map will be different for every language and I would like to keep all language things in one place (witz scripts).

That is why I am looking for something like this:

```
error_map = { 0:"OK", 1:"ERROR", 2:"???" }
```

```
<b> System status: $error_map[$error_code] </b>
```

Is it possible to create new variables inside witz scripts?
