

# LMX\_ServerLog

The LMX\_ServerLog function will log a message in the license server's log for a checked out feature.

## Prototype

```
LMX_STATUS LMX_ServerLog  
(  
    LMX_HANDLE LmxHandle,  
    const char *szFeatureName,  
    const char *szMessage  
) ;
```

## Parameters

**LmxHandle**  
[in/out] LM-X handle.

**szFeatureName**  
[in] Feature name.

**szMessage**  
[in] The message to send.

## Return values

On success, this function returns the status code LMX\_SUCCESS.

On failure, this function returns an error code in the format described in [Return codes](#).

## Remarks

This function will send a message to the server from which a feature was checked out.

## Example

You can use the following code to send a message to the server from which a feature was checked out. Please note that a feature must be checked out before a message can be logged in the license server's log.

```
#include <lmx.h>  
#include <stdio.h>  
  
LMX_HANDLE h;  
  
int main()  
{  
    exit_on_error(LMX_Init(&h));  
    exit_on_error(LMX_Checkout(h, "f2", 1, 0, 1)); // Before sending a message we need to checkout a license  
    exit_on_error(LMX_ServerLog(h, "f2", "A message to be logged by the server"));  
    return 0;  
}
```