

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;
}
```