

# LMX\_ClientStoreSave

The LMX\_ClientStoreSave function saves data to the local client store.

## Prototype

```
LMX_STATUS LMX_ClientStoreSave
(
    LMX_HANDLE LmxHandle,
    const char *szVirtualFilename,
    const char *szString
);
```

## Parameters

### LmxHandle

[in/out] LM-X handle.

### szVirtualFilename

[in] Filename under which data should be stored in the virtual filesystem.

### szString

[in] The content to store in the client store.

## 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

The LMX\_ClientStoreSave function and the [LMX\\_ClientStoreLoad](#) function work together to store sensitive license information in an encrypted manner into the client store.

The length of the content should be limited to LMX\_MAX\_LONG\_STRING\_LENGTH to avoid buffer overflows.

When the length is zero, the content is deleted from the client store.

See [Secure store](#) and [Client store](#) for more information about secure store and client store.

## Example

The following is a basic example of using LMX\_ClientStoreSave, which saves the "DataToBeStored" string to "myFile".

```
#include <lmx.h>
#include <stdio.h>

LMX_HANDLE h;

int main()
{
    char m[LMX_MAX_LONG_STRING_LENGTH];

    exit_on_error(LMX_Init(&h));
    exit_on_error(LMX_ClientStoreSave(h, "myFile", "DataToBeStored"));

    exit_on_error(LMX_ClientStoreLoad(h, "myFile", m));
    printf("Loaded: %s\n", m);

    return 0;
}
```