

LMX_ClientStoreLoad

The LMX_ClientStoreLoad function loads content saved in the client store.

Prototype

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

Parameters

LmxHandle

[in/out] LM-X handle.

szVirtualFilename

[in] Filename under which data is stored in the virtual file system.

szString

[out] The content to load from 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_ClientStoreLoad function and the [LMX_ClientStoreSave](#) function work together to store sensitive license information in an encrypted manner into the client store.

The szString parameter length can be up to LMX_MAX_LONG_STRING_LENGTH.

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_ClientStoreLoad, which loads the content saved in "myFile" and displays it as "m" string.

```
#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;
}
```