

LMX_Putenv

The LMX_Putenv function lets you change environment variables.

Prototype

```
LMX_STATUS LMX_Putenv
(
    const char *szEnvironmentVariable
);
```

Parameters

szEnvironmentVariable

[in] Environment variable name and value, in the format "*name=value*" (identical to the C API putenv() function).

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 should be used instead of using functions such as putenv or unsetenv.

Example

```
LMX_Putenv("LMX_LICENSE_PATH=local_license.lic");
```