

Multithreading

LM-X can be used with multithreaded applications.

By default, you can access the LM-X API from multiple threads simultaneously. However, this default behavior may not always be sufficient.

For example, you might have a situation in which one of two threads that call [LMX_Checkout\(\)](#) could fail. If you subsequently wish to print out the last error message with [LMX_GetErrorMessage\(\)](#), the results may have been updated by the second [LMX_Checkout\(\)](#) call.

To avoid such cases, you can use your own mutual exclusion to provide the necessary synchronization.

In most cases, you can simultaneously call multiple functions with the same LM-X handle. If there is an error, LM-X will return [LMX_API_NOT_REENTRANT](#).