

# LMX\_Init

The LMX\_Init function initializes the protection system.

## Prototype

```
LMX_STATUS LMX_Init
(
    LMX_HANDLE *pLmxHandle
);
```

## Parameters

### pLmxHandle

[out] Pointer to LM-X handle.

## 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 the first one called.

It is important to note that you should call LMX\_Init only once, because you should need to create only one LMX\_HANDLE. You should continue to use the single handle throughout the lifetime of your application.

## Example

You can use the following code to declare and initialize LMX-handle. Note that any allocated memory must be freed before the program exits.

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

LMX_HANDLE h;

int main()
{
    exit_on_error(LMX_Init(&h));
    // ...
    LMX_Free(h)
    return 0;
}
```