LMX_Free

The LMX_Free function frees any allocated memory used by the licensing system and closes any open connection to a license server.

Prototype

```
void LMX_Free
(
    LMX_HANDLE LmxHandle
);
```

Parameters

LmxHandle
[in] LM-X handle.

Return values

None.

Remarks

A handle of value NULL is valid, but does not cause cleanup.

Calling any other licensing functions on the handle after this one will have undefined behavior.

Example

The following example shows the use of the LMX_Free function, which deallocates all memory that was previously allocated by the licensing system.

It is important to note that you should call this function before you leave the application that initialized a handler.

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

LMX_HANDLE h;

int main()
{
  LMX_FEATURE_INFO FI;
  LMX_STATUS s;

  exit_on_error(LMX_Init(&h));
  if ((s = LMX_GetFeatureInfo(h,"nonExistingFeature", &FI)) != LMX_SUCCESS)
  {
    if (h != NULL)
    {
      fprintf(stderr, "%s\n", LMX_GetErrorMessage(h));
    }
    else
    {
      fprintf(stderr, "%s\n", LMX_GetErrorMessageSimple(s));
      fflush(stderr);
      return 1;
    }
  }
  LMX_Free(h);
  return 0;
}
```