

Environment variables

You can set the environment variables listed in the table below as needed. Note that the environment variables available to you may be limited depending on whether your vendor has allowed their use as part of your software license.

All environment variables are undefined by default, and can be defined by setting the value to a number greater than 0, for example, 1. Any additional details on variable values are given in the Value column below.

Important: You must restart the client for changes to environment variables to take effect.

Variable name	Value	Description
<code>VENDOR_LICENSE_PATH</code> or <code>LMX_LICENSE_PATH</code>	The path to one or more LM-X managed licenses. For example: <code>LMX_LICENSE_PATH=6200@server1</code>	This environment variable lets you set the path to the license file. You may specify a particular vendor using <code>VENDOR_LICENSE_PATH</code> , where <code>VENDOR</code> is the name of the application vendor, as specified in the license file. <code>LMX_LICENSE_PATH</code> is a generic environment variable used by all applications protected by LM-X. See Search paths for information on how an LM-X application searches for licenses. You can set the license path using the LM-X End-user Configuration tool . Adding or removing license files from the path using the LM-X End-user Configuration tool, or manually.
<code>VENDOR_AUTOMATIC_SERVER_DISCOVERY</code> or <code>LMX_AUTOMATIC_SERVER_DISCOVERY</code>	A string that can be set to 1 (or any other integer) to enable running an automatic server discovery. For example: <code>LMX_AUTOMATIC_SERVER_DISCOVERY=1</code>	When this environment variable is set, automatic server discovery is enabled. You may specify a particular vendor using <code>VENDOR_AUTOMATIC_SERVER_DISCOVERY</code> , where <code>VENDOR</code> is the name of the application vendor, as specified in the license file. <code>LMX_AUTOMATIC_SERVER_DISCOVERY</code> is a generic environment variable used by all applications protected by LM-X. You can set this environment variable in the same manner as described in Adding license files to the path manually .
<code>VENDOR_AUTOMATIC_SERVER_DISCOVERY_SERVER</code> or <code>LMX_AUTOMATIC_SERVER_DISCOVERY_SERVER</code>	A string that can be set to 1 (or any other integer) to enable running an automatic server discovery within a client. For example: <code>LMX_AUTOMATIC_SERVER_DISCOVERY_SERVER=1</code> To disable automatic server discovery, unset the environment variable. For example: <code>LMX_AUTOMATIC_SERVER_DISCOVERY_SERVER=</code>	When this environment variable is set in combination with <code>LMX_AUTOMATIC_SERVER_DISCOVERY</code> (described above), the client will start responding to automatic server discovery requests issued by other clients. This enables the client to relay information about another server, thereby acting as a proxy. Only one Automatic Server Discovery server (either a license server or one client acting as a server) can be active at one time on one machine. This is handled automatically. Example: You may have a license server over the Internet and several clients on a local network. In this situation, the first client can enable the broadcast server and the other clients on the same local network will get the server address from the client machine instead of manually setting the server address. For example: 1. Client A has enabled the <code>LMX_AUTOMATIC_SERVER_DISCOVERY</code> and <code>LMX_AUTOMATIC_SERVER_DISCOVERY_SERVER</code> flags. 2. Client A checks out a license for Vendor A from Server A. Server A is located on a remote network, where automatic server discovery is not working due to firewall restrictions. 3. Client B requests automatic server discovery to check out the Vendor A software. 4. Client A gets the automatic server discovery request from Client B, and manually sets the address of the server, and then Client B gets the server information from Client A. You may specify a particular vendor using <code>VENDOR_AUTOMATIC_SERVER_DISCOVERY_SERVER</code> , where <code>VENDOR</code> is the name of the application vendor, as specified in the license file. <code>LMX_AUTOMATIC_SERVER_DISCOVERY_SERVER</code> is a generic environment variable used by all applications protected by LM-X. You can set this environment variable in the same manner as described in Adding license files to the path manually .
<code>VENDOR_BORROW</code> or <code>LMX_BORROW</code>	The desired number of hours to allow license borrowing, from 1 - 8760. or <0 (e.g., -1) to allow early checkin of borrowed licenses. Examples: To set the borrow limit to 2 days: <code>LMX_BORROW=48</code> To allow early checkin: <code>LMX_BORROW=-1</code>	Setting this environment variable to a number greater than 0 sets the number of hours for license borrowing. Setting this environment variable to a number less than 0 enables early return of borrowed licenses. You may specify a particular vendor using <code>VENDOR_BORROW</code> , where <code>VENDOR</code> is the name of the application vendor, as specified in the license file. <code>LMX_BORROW</code> is a generic environment variable used by all applications protected by LM-X. You can set this environment variable in the same manner as described in Adding license files to the path manually .

<code>VENDOR_BORROW_FORCE_RETURN</code> or <code>LMX_BORROW_FORCE_RETURN</code>	A string that can be set to enable forcing a borrow return. Valid values are 0 or 1. For example: <code>LMX_BORROW_FORCE_RETURN = 1</code>	When this environment variable is set to 1 and <code>LMX_BORROW=-1</code> (see above), the borrowed feature will be returned on the client side, even if there is no connection with the license server. You may specify a particular vendor using <code>VENDOR_BORROW_FORCE_RETURN</code>, where <code>VENDOR</code> is the name of the application vendor, as specified in the license file. <code>LMX_BORROW_FORCE_RETURN</code> is a generic environment variable used by all applications protected by LM-X. Caution: Use this variable carefully, because it can create an inconsistency between the client and the license server.
<code>LMX_RANDOMIZE_PATH</code>	A string that can be set to enable using a random path. For example: <code>LMX_RANDOMIZE_PATH=1</code>	When this environment variable is set, LM-X chooses a random path from a list for each server request. If you have multiple license servers, you can set this variable to balance the load amongst the servers. You can set this environment variable in the same manner as described in Adding license files to the path manually.
<code>VENDOR_EXTENDELOG</code> or <code>LMX_EXTENDELOG</code>	The path to the extended client-side log. For example: <code>LMX_EXTENDELOG=C:\LM-X\My_LM-X_Log_Directory\client.log</code>	This environment variable lets you set the path and filename for the extended client-side log, which contains information about all client activity. You may specify a particular vendor using <code>VENDOR_EXTENDELOG</code>, where <code>VENDOR</code> is the name of the application vendor, as specified in the license file. <code>LMX_EXTENDELOG</code> is a generic environment variable used by all applications protected by LM-X. Important: Using extended logging delays checkouts up to 15 seconds, because it gathers more information about environment than when using normal logging. You can set this environment variable in the same manner as described in Adding license files to the path manually.
<code>VENDOR_CONNECTION_TIMEOUT</code> or <code>LMX_CONNECTION_TIMEOUT</code>	The desired number of seconds, from 1 - unlimited. The default value is 30. For example: <code>LMX_CONNECTION_TIMEOUT=10</code>	This environment variable lets you adjust the connection timeout setting. The connection timeout is set to 30 seconds by default unless you set it to a different value using this environment variable. Increasing the timeout value can be useful for highly loaded networks. For example, if you set <code>LMX_CONNECTION_TIMEOUT = 60</code>, the client can wait up to 60 seconds before timeout. You may specify a particular vendor using <code>VENDOR_CONNECTION_TIMEOUT</code>, where <code>VENDOR</code> is the name of the application vendor, as specified in the license file. <code>LMX_CONNECTION_TIMEOUT</code> is a generic environment variable used by all applications protected by LM-X. You can set this environment variable in the same manner as described in Adding license files to the path manually.
<code>VENDOR_PROJECT</code> or <code>LMX_PROJECT</code>	A string specifying a project name. For example: <code>LMX_PROJECT=Doorlatch_Design</code>	This environment variable lets you set a project name for which all or vendor-specific LM-X licensed applications are being used. The project name is reported in <code>lmxendutil -licstat</code>. (See LM-X End-user utility.) This lets you track for what purpose the application was used. For example, an application may be used for three different projects being run under different departments. Tracking which of the three projects the application was used for can help with accurate cost splitting amongst the projects.
<code>VENDOR_QUEUE</code> or <code>LMX_QUEUE</code>	A string that can be set to enable license queuing. For example: <code>LMX_QUEUE=1</code>	This environment variable enables license queuing for all checkout requests. You may specify a particular vendor using <code>VENDOR_QUEUE</code>, where <code>VENDOR</code> is the name of the application vendor, as specified in the license file. <code>LMX_QUEUE</code> is a generic environment variable used by all applications protected by LM-X. You can set this environment variable in the same manner as described in Adding license files to the path manually.
<code>TMPDIR</code>	A string specifying a path. For example: <code>TMPDIR=/var/tmp</code>	This system environment variable lets you specify the directory to be used for temporary files. You can set <code>TMPDIR</code> before running your LM-X licensed application if you know in advance that you will not have access to <code>/tmp</code> directory. <code>TMPDIR</code> affects UNIX platforms only.