Subject: SetEnv()
Posted by koldo on Tue, 11 Sep 2012 08:28:17 GMT
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Hello Mirek

I could not find a setenv function. This could be an implementation:

```
bool SetEnv(const char *id, const char *val)
{
#ifdef PLATFORM_POSIX
 return setenv(id, val, 1) == 0;
#else
 return _wputenv(WString(id) + "=" + WString(val)) == 0;
#endif
}
```