
Subject: Re: SetEnv()

Posted by [koldo](#) on Wed, 12 Sep 2012 09:19:58 GMT

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Hello Mirek

Now I understand. U++ programs read environment vars at the beginning in `AppInitEnvironment__()` and put a copy of them in `EnvMap()`.

This way a `SetEnv()` function should update `EnvMap()`. For example:

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

However `EnvMap()` is not public.
