

Writing an Environment Variable

The function to write an environment variable is [SetEnvironmentVariable\(\)](#). The code below will create an environment variable called DataPath, representing the path to the application's data. The function will set it to **C:\Data**. Paste the code below in the [CLICK Event](#) of a button in a window:

```
declare function SetEnvironmentVariable  
key = 'DataPath'  
value = 'C:\Data\  
rv = SetEnvironmentVariable ( key , value)
```

The values of the key and value are, of course, known before the call, so there is no need to predetermine the buffer size. Only one call is necessary.

The Windows API Declaration

The code above will not run until the declaration for [SetEnvironmentVariable\(\)](#) has been added. To add the declarations, do the following:

1. Log out of the application.
2. Log into the **SYSPROG** application.
3. Add a row, (call it **DLL_APICALLS_KERNEL32**), with the first line as **KERNEL32** and containing the declarations as shown below.

```
KERNEL32  
LONG STDCALL SetEnvironmentVariableA(LPCHAR, LPCHAR) As SetEnvironmentVariable  
//....add any other declarations in KERNEL32 here....
```

The function is aliased to its the ANSI version **SetEnvironmentVariableA()**.

4. Save the row.
5. Run [Declare_FCNS](#) at the System Editor Exec Line to create the declaration header, as shown below:

```
RUN DECLARE_FCNS 'DLL_APICALLS_KERNEL32'
```

6. Exit the editor.
7. Log out of **SYSPROG**.
8. Log into your application.
9. Run the window.