

NAME

add_to_env -- add a parameter to the environment

SYNOPSIS

add_to_env(new_parameter)

char *new_parameter;

DESCRIPTION

Add_to_env adds the specified environment parameter to the current environment by allocating new space and rewriting the environment pointer table, adding the new parameter pointer supplied and ensuring that the last entry in the table is NULL. The current environment is defined as the environment pointed to by the global cell, char **environ, set up by the C run-time start-off routine. The argument to this routine is a pointer to a string which, by convention, is of the form: <name>=<value> where <name> is all upper case and identifies the environment parameter and <value> is the value of that parameter.

USER BEWARE: the form of the environment parameter string is not enforced by this routine, but must be of the specified form and be stored in a protected, global (i.e., non-volatile) data area to have the desired effect.

LIBRARY

/lib/lib1.a

SEE ALSO

ret_env(3L), exec(2), environ(7)

DIAGNOSTICS

Add_to_env returns a 0 if the environment is successfully redefined with the additional parameter and a -1 otherwise with no changes to the current environment.

