

NAME

setenv – change or add an environment variable

LIBRARY

Standard C library (*libc*, *-lc*)

SYNOPSIS

```
#include <stdlib.h>
```

```
int setenv(const char *name, const char *value, int overwrite);
int unsetenv(const char *name);
```

Feature Test Macro Requirements for glibc (see **feature_test_macros(7)**):

```
setenv(), unsetenv():
    _POSIX_C_SOURCE >= 200112L
    || /* glibc <= 2.19: */ _BSD_SOURCE
```

DESCRIPTION

The **setenv()** function adds the variable *name* to the environment with the value *value*, if *name* does not already exist. If *name* does exist in the environment, then its value is changed to *value* if *overwrite* is non-zero; if *overwrite* is zero, then the value of *name* is not changed (and **setenv()** returns a success status). This function makes copies of the strings pointed to by *name* and *value* (by contrast with **putenv(3)**).

The **unsetenv()** function deletes the variable *name* from the environment. If *name* does not exist in the environment, then the function succeeds, and the environment is unchanged.

RETURN VALUE

setenv() and **unsetenv()** functions return zero on success, or -1 on error, with *errno* set to indicate the error.

ERRORS**EINVAL**

name is NULL, points to a string of length 0, or contains an '=' character.

ENOMEM

Insufficient memory to add a new variable to the environment.

ATTRIBUTES

For an explanation of the terms used in this section, see **attributes(7)**.

Interface	Attribute	Value
setenv() , unsetenv()	Thread safety	MT-Unsafe const:env

STANDARDS

POSIX.1-2001, POSIX.1-2008, 4.3BSD.

NOTES

POSIX.1 does not require **setenv()** or **unsetenv()** to be reentrant.

Prior to glibc 2.2.2, **unsetenv()** was prototyped as returning *void*; more recent glibc versions follow the POSIX.1-compliant prototype shown in the SYNOPSIS.

BUGS

POSIX.1 specifies that if *name* contains an '=' character, then **setenv()** should fail with the error **EINVAL**; however, versions of glibc before glibc 2.3.4 allowed an '=' sign in *name*.

SEE ALSO

clearenv(3), **getenv(3)**, **putenv(3)**, **environ(7)**