

RE: SetEnvironmentVariable in Debug and Release cofiguratin

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2005-08/msg03099.html>

- *From:* DenG <denis.greatest@xxxxxxxxx>
 - *Date:* Tue, 16 Aug 2005 05:59:29 -0700
-

Actually, it was:

```
// Import the Kernel32 dll file.  
[DllImport("kernel32.dll", CharSet=CharSet.Auto, SetLastError=true)]  
  
[return:MarshalAs(UnmanagedType.Bool)]  
  
// The declaration is similar to the SDK function.  
public static extern bool SetEnvironmentVariable(string lpName, string  
lpValue);
```

This is the Set one.

BTW, it is taken from

<http://support.microsoft.com/default.aspx?scid=kb;en-us;829145>

—

Sent via .NET Newsgroups

<http://www.dotnetnewsgroups.com>

.

• *Follow-Ups:*

- ◆ [**RE: SetEnvironmentVariable in Debug and Release cofiguratin**](#)
 ◇ *From:* billr

• *References:*

- ◆ [**RE: SetEnvironmentVariable in Debug and Release cofiguratin**](#)
 ◇ *From:* billr
- Prev by Date: [**Re: DateTimePicker BackColor**](#)
- Next by Date: [**Re: How to pass pointer as an function argument in C#?**](#)
- Previous by thread: [**RE: SetEnvironmentVariable in Debug and Release cofiguratin**](#)
- Next by thread: [**RE: SetEnvironmentVariable in Debug and Release cofiguratin**](#)

RE: SetEnvironmentVariable in Debug and Release cofigurat

- Index(es):
 - ◆ *Date*
 - ◆ *Thread*