

# Retrieving Environment Variables

The following is an RPG example of how to retrieve environment variables:

```
Fixed Format
D getenv          PR          *      ExtProc('getenv')
D  name           *          *      Value Options(*String)

      D varptr    s          *
D ipaddress       s          25A

/Free
      varptr = getenv('REMOTE_ADDR');
      if varptr = *null;
          // no REMOTE_ADDR was set
      else;
          ipaddress = %str(varptr);
      endif;
```

```
**FREE
DCL-PR GETENV POINTER EXTPROC('getenv');
      NAME POINTER VALUE OPTIONS(*STRING);
END-PR;
DCL-S IPADDRESS CHAR(25);
DCL-S VARPTR POINTER;

VARPTR = GETENV('REMOTE_ADDR');
IF (VARPTR = *NULL);
  // No REMOTE_ADDR was set.
ELSE;
  IPADDRESS = %STR(VARPTR);
ENDIF;
```

Environment variables set by Profound UI include:

**PROFOUNDUI** = Always set to '1' if running in the Profound UI session controller.

**PUI\_LANG** = language ID that Profound UI is using (see [International Language Support \(Translations\)](#) for details)

Environment variables set in the HTTP server configuration using the **SetEnv** directive are also available, as are the environment variables set by the HTTP server. See documentation [here](#).

If you are using Genie, you must run the **PUISETENV** utility to set the environment variables in the job.