

Install the LM-X SDK on Unix

The following steps are designed to get LM-X License Manager up and running on a Unix machine in 5 minutes or less.

To install LM-X on a Unix machine:

Step 1. Run the LM-X SDK installer from your terminal.

```
$ sh lmx-sdk_v4.5.8_linux_x64.sh

Verifying archive integrity... All good.

Uncompressing LM-X License Manager SDK 100%

LM-X License Manager SDK 4.5.8 installer.

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```

Step 2. Accept the X-Formation End User License Agreement.

```
-- You must accept the terms of the End User License Agreement (EULA) before installing and using LM-X License Manager SDK.

-> X-Formation EULA [REJECT/accept/display]: accept
```

Step 3. Specify the proper installation directory.

```
-> Enter installation directory [/usr/lmx-sdk-4.5.8]: /home/john/lmx-sdk-4.5.8
```

Note the following:

- If you are installing LM-X License Manager for the first time: [The LM-X security configuration file](#) will be automatically created in the config directory of the SDK.
- If you are upgrading LM-X to a newer version or compiling LM-X on multiple platforms: Choose an existing LM-X security configuration file, as shown below.

```
-- If you have an existing LM-X security configuration file, you can specify it now.

-- If you are using LM-X License Manager SDK for the first time, specify 'n' (No).

-- The security configuration file will automatically be generated upon SDK compilation.

-> Do you want to use an existing security_config.lmx file? [Y/n]: Y

-- The security configuration file will be copied from the chosen path to /home/john/lmx-sdk-4.5.8/config directory.

-> Enter path to search for security_config.lmx: [/home/john]: /home/john

Searching for security_config.lmx in /home/john... done.

[0] /home/john/lmx-sdk-4.5.7/config/security_config.lmx

[1] /home/john/lmx-sdk-4.5.6/config/security_config.lmx

-> Enter a number corresponding to security_config.lmx file path in the above list [0/1]: 0
```

Step 4. (MacOS only) Provide Developer ID Application Certificate.

Note the following:

- The Developer ID Application Certificate will be assigned to the `DEVELOPER_ID_CERTIFICATE` variable in the `platform.mk` file.
- If you did not provide a certificate during the installation process or you want to change the certificate, edit the `platform.mk` file and assign the correct certificate to the `DEVELOPER_ID_CERTIFICATE` variable, then recompile the LM-X SDK.
- See [MacOS on ARM support](#) for more information about providing a Developer ID Application Certificate.

```
-- If you have a Developer ID Application Certificate, you can provide it now.
-- It will be used to sign executables and libraries that are built during the installation process.
-> Do you want to provide Developer ID Application Certificate [Y/n]: y
-> Developer ID Application Certificate: DEVELOPER_ID_CERTIFICATE
```

Step 5. Activate the license.

Note the following:

- If you are installing LM-X License Manager for the first time: Activate your license online using your Activation Key (sent to you via email).
- If you are upgrading LM-X: Select a previously activated license file.

```
-- You must have a valid license file to use LM-X License Manager SDK.
-- You can either use an existing license file (*.lic) or you can obtain a new license file by activating LM-X
License Manager SDK over the internet.
-- Please visit https://license.x-formation.com for details.
-> Do you want to activate your license over the Internet? [Y/n]: n
-> Do you want to choose an existing license file? [Y/n]: Y
-- The LM-X License Manager SDK license file will be copied from chosen path to /config directory.
-> Enter path to search for lmx.lic: [/home/john]: /home/john
-- Searching for lmx.lic in /home/john... done.
[0] /home/john/lmx-sdk-4.5.7/lmx.lic
[1] /home/john/lmx-sdk-4.5.6/lmx.lic
-> Enter a number corresponding to lmx.lic file path in the above list [0/1]: 0
-> Do you want to extract files to /home/john/lmx-sdk-4.5.8? [Y/n]: Y
-- Copying files... done.
-- Installation of LM-X License Manager SDK 4.5.8 completed successfully.
```

Step 6. Decide whether you want to compile the LM-X SDK.

Note: If you used a previously activated license file in Step 4, [compile the LM-X SDK](#) now.

```
-> Do you want to compile your LM-X License Manager SDK now? [Y/n]: n
-- For detailed installation log see /tmp/lmx_sdk_installation.log.
-- To get started with LM-X License Manager SDK please see Getting started.
```

Step 7. When needed, install the end-user tools.

Note (MacOS only): If a Developer ID Application Certificate was provided in Step 4, it will be used to sign the LM-X End-user Utility and LM-X License Server.

```
-> Do you want install LM-X Enduser Tools 4.5.8 now? [Y/n]: Y
```

(See [End-user tools](#) for more details.)