

# Compile the LM-X SDK on Unix

The following steps are designed to compile LM-X SDK on a Unix machine in 5 minutes or less from a command line.

**Note:** When compiling the LM-X SDK under Unix, GCC and make are required.

## Compiling the LM-X SDK from a command line

To compile the LM-X SDK from a command line:

Step 1. Copy your LM-X-SDK lmx.lic file to the config directory and specify a desired OPTION for the vendor.

You can extend or modify the behavior of the license server during pre-compilation by editing the [lmx\\_server\\_conf.c](#) file.

**Note:** If you are [upgrading LM-X](#), remember about copying your [LM-X security configuration file](#) from a previous LM-X installation to the config directory. (In LM-X SDK versions older than 4.2, security\_config.lmx file was named after your vendorname.lmx.)

Step 2. Run make.

```
/usr/local/lmx-sdk-4.6.1 $ make
```

**Note:** You can clean previously compiled files (for example, when rebuilding the SDK with a different license or security key).

Also note that you must run make from the SDK root directory. Running make from a subdirectory may produce error messages and fail.

```
/usr/local/lmx-sdk-4.6.1 $ make clean
```

See [Installation issues](#) for information about problems and workarounds related to compiling the LM-X SDK.