

PLATFORMS

The information on this page refers to LM-X versions 5.5 and newer, which added support for 32-bit Linux ARM. If you are using an older version of LM-X, see [documentation for previous versions](#).

The PLATFORMS directive specifies one or more platforms to restrict usage to a single platform or a subset of platforms. This directive may be used for local or network licenses. When used for network licenses, it applies only to the client machine and not to the license server machine.

Usage and recommendations

By limiting license use to one or more platforms, you can increase licensing flexibility and security. For example, you might produce software that runs on both Windows and Linux, but enable users to install and use the software on only one of the two platforms.

You use the PLATFORMS setting (see [FEATURE settings](#)) to create a list of platform keywords that specify the platforms the application will work with.

Note: The platforms are identified by the executables compiled with LM-X rather than by the actual operating system. For example, a 32-bit executable will still return Win32_x86 on Win64_x64.

LM-X lets you specify the following platforms:

Platform Keyword	Description
Win32_x86	Windows 32 bit on x86
Win64_x64	Windows 64 bit on x64
Macosx_Universal	Mac OS X
Linux_x86	Linux 32 bit on x86
Linux_x64	Linux 64 bit on x64
Linux_arm64	Linux 64-bit on ARM (aarch64, arm64)
Linux_arm32	Linux 32 bit on ARM (armhf, armv7)
Freebsd_x64	FreeBSD 64 bit on x64