Client store

Client store builds on secure store by supplying a means of storing user content more securely. The user content can be stored in a virtual file system, which uses secure store to encrypt, uniquely store, and duplicate (for redundancy) the content on the user's machine. The default locations where the files are stored differ depending on an operating system. There is no way of removing all files, but you can delete individual pieces of content stored using LM-X API.

Client store is useful for storing trial information, such as usage counters and acting as a file system to support the persistence of the stored content. This makes client store a reliable means to help ensure your licensed software is used only as you intend.

See LMX_ClientStoreSave and LMX_ClientStoreLoad for details about using the client store API functions.