

Maintaining LM-X for multiple platforms

If you are building LM-X for multiple platforms:

1. Extract one of the distributions, and make sure the security configuration file is in place. Follow the instructions given in [Getting Started with LM-X License Manager](#) for compiling the LM-X distribution.
2. Copy or move the platform-specific directory (for example, win32_x86 or solaris_sparc) to the root directory of LM-X. (Only platform-specific files are stored in the platform-specific directory. All shared files exist in the include directory, which is also located in the LM-X root directory.)
3. From the platform-specific directory, use nmake (for Windows) or make (for Unix) to compile the platform-specific files.
4. After you've compiled the platform-specific files, your LM-X directory structure should look similar to the following:

Directory	Description
/include.mk	File defining which platform to compile examples for.
/config	Security configuration file.
/include	Shared header files across all platforms.
<i>Platform-specific directories, such as:</i> /win32_x86/linux_x86/macosex_universal/solaris_sparc /freebsd_x86	Platform-specific files.

- If you want to compile the examples for a particular platform, you must change the include.mk, where the variable PLATFORM specifies which platform the examples are compiled for.
- Sharing works only between identical versions of LM-X; for example, v3.1 files are not compatible with v3.2 files. You can verify the same version is being used by checking the version.txt file.