SDK changes for LM-X v4.4 and newer

As of LM-X v4.4, the structure of the LM-X SDK has changed. Previously, implementing license server extensions such as callbacks required changing $platform/lmxserverconf.c, which was later compiled and linked together with the license server library to create the license server executable.

With the release of LM-X v4.4, the license server executable is static and is the same for all vendors. The vendor code and the vendor security information are now stored inside the vendor library liblmxvendor.dll (for Windows) or liblmxvendor.so (for Unix).

 A precompiled default liblmxvendor.dll/liblmxvendor.so file is shipped with the SDK. The liblmxvendor.dll/liblmxvendor.so file must be distributed to end users together with the license server executable lmx-serv.exe/lmx-serv.

Note the following:

* If you have an existing vendor.lmx file, it should be renamed to security_config.lmx.
* The lmxserverconf.c file has been moved to $platform/vendor and its internal structure modified. Please review the new file and modify your existing code according to the changes in this file.