

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.