

LM-X License Manager v4.7 Release Notes

LM-X License Manager version 4.7 includes the enhancements and fixes detailed below. The changes in this release were made primarily in response to customer feedback. For more information about how we incorporate customer feedback into our development process, see the article, "[Customer-driven development](#)."

Important Changes

As of this release, you no longer need to use a separate mingw32 installer to compile the LM-X SDK using MinGW, because it has been merged with regular Windows distribution that originally contained only Visual Studio libraries. However, if you want to use both MinGW and Visual Studio libraries, you should compile a single LM-X SDK twice: first using `nmake` to initialize Visual Studio libraries, and then with `mingw32-make` to initialize MinGW libraries, as described in [Compile the LM-X SDK on Windows](#).

Furthermore, this release introduces new libraries for 64-bit MinGW platforms. Both 32-bit and 64-bit libraries were produced using updated versions of version 4.8.3 of `gcc`.

Enhancements

LM-X v4.7 includes the following enhancements.

Issue #	Description
LMX-2458	Added support for Microsoft Visual Studio 2013.
LMX-2450	Unified Visual Studio and MinGW SDKs for Windows. Introduced libraries for 64bit MinGW.

Fixes

LM-X v4.7 includes the following fix.

Issue #	Description
LMX-2589	Fixed a problem with <code>lmx-serv</code> crashing due to permission problems on Windows.