

NOMACHINE	The most frequently asked options for pre-configuring the client and the session behavior	
Prepared by: Silvia Regis	N°: D-710_013-CFG-CLT	
Approved by: Sarah Dryell	Last modified: 2020-10-15	Amended: A



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Considerations

1. What to Consider Before Pre-Configuring the Client

Neither the configuration file (player.cfg) nor the connection files (*.nxs) are intended for being edited manually. Even when administrators need to provide their users with pre-configured session files it's strongly suggested they use the graphical interface to avoid possible errors.

Nevertheless there are still some situations in which administrators may need to modify these files manually to force some specific behaviors or facilitate their users. In this case it's important to notice that general settings are configured in the nxplayer.cfg file whilst others have to be set in the .nxs files.

The Client Configuration File

2. Locate the Client Configuration File (player.cfg)

The player.cfg file is created in the user's home/.nx/config directory. This file defines the general behavior of the client. If the player.cfg file is deleted, the client recreates it with the default settings.

2.1. Do Not Discover NoMachine Servers on the Network

```
<option key="Discover other NoMachine servers in the network" value="false" />
```

Accepted values are 'true' or 'false'

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2.2. Enable Multi-Screen Mode by Default

```
<option key="Window state" value="multiscreen" />
```

Accepted values are 'normal', 'fullscreen' or 'multiscreen'.

Exiting from the multiscreen mode will override this setting.

2.3. Skip Introductory Tutorials at Session Startup

```
<option key="Show address retrieving tutorial" value="false" />
<option key="Show connection wizard tutorial" value="false" />
<option key="Show menu panel tutorial" value="false" />
<option key="Show opening menu panel tutorial" value="false" />
<option key="Show video toolbar tutorial" value="false" />
```

Accepted values are 'true' or 'false'.

2.4. Specify the SSH Client for Connections by SSH

```
<option key="SSH client mode" value="library" />
```

Accepted values are: 'native' or 'library'.

The default value 'library' will make the client to use libssh2 shipped with the package.

Setting:

```
<option key="SSH client mode" value="native" />
```

will let client on Linux and Mac use the ssh client installed on the system and nxssh on Windows. The nxssh component is based on the NoMachine port of OpenSSH to Windows.

2.5. Scrolling Settings for Viewport Mode

To disable scrolling when the client window is in viewport mode set:

```
<option key="Automatic viewport scrolling sensitive area size" value="0" />
```

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This key allows also to adjust the scrolling sensitivity, i.e, to set in which position to begin the scrolling when the mouse pointer comes near to the window border.

By default scrolling sensitivity is set to an area of 40px near the window border:

```
<option key="Automatic viewport scrolling sensitive area size" value="40" />
```

Increase this value (in pixel) to increase the scrolling sensitivity or decrease it to restrict the area where the scrolling is activated.

The Connection File

3. Locate the Connection File (.nxs)

By default, .nxs files are stored in the NoMachine directory defined in the Connections field from the 'Player environment panel of the GUI'. Per-session settings are defined in these files.

3.1. Preconfigure IP or Hostname of the NoMachine server

```
<option key="Server host" value="" />
```

3.2. Preconfigure Connections by SSH Protocol

```
<option key="Connection service" value="ssh" />
<option key="Server port" value="22" />
<option key="Server authentication method" value="system" />
<option key="System login method" value="password" />
```

Accepted values are: 'password', 'privatekey', 'smartcardkey', 'kerberos'.

The client will connect to SSHD as system user.

3.3. Preconfigure Connections by NX Protocol

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```
<option key="Connection service" value="nx" />
<option key="NoMachine daemon port" value="4000" />
<option key="NX login method" value="password" />
```

Accepted values are: 'password' or 'privatekey'.

3.4. Preconfigure Username and Password

```
<option key="User" value="" />
<option key="Auth" value="EMPTY_PASSWORD" />
```

Password must be scrambled with the following algorithm: <https://www.nomachine.com/AR01C00125>

3.5. Set the Remote Node to be Connected (Manual Node Selection Enabled)

```
<option key="Connect to this node when manual selection is enabled" value="" />
```

Value is the name of the node as it appears in the output of 'nxserver --nodelist', i.e. in the format IP or hostname:port. The connection will be started on the remote node specified in this key, even if the possibility to choose the remote node (manual node selection) is enabled on the server.

This key applies to multi-node environments only (Enterprise Terminal Server + Terminal Server Nodes)

3.6. Choose the Virtual Desktop (X, RDP or VNC)

```
<option key="Session" value="" />
```

Accepted value are: 'unix', 'windows' or 'vnc'. 'windows' indicates RDP sessions.

3.7. Preconfigure the (X) Virtual Desktop

```
<option key="Session" value="unix" />
<option key="Desktop" value="" />
```

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Accepted values are: 'xsession-default', 'kde', 'gnome', 'xdm' or 'console'.

Value 'xsession-default' will start the default desktop environment as set on the system and specified in the DefaultDesktopCommand node configuration key.

Value 'console' specifies a custom session.

3.8. Preconfigure the Custom Session

```
<option key="Session" value="unix" />
<option key="Desktop" value="console" />
<option key="Custom Unix Desktop" value="" />
```

Accepted values are: 'application', 'default' or 'console'.

3.9. Preconfigure the Application to be run in the Custom Session

```
<option key="Session" value="unix" />
<option key="Desktop" value="console" />
<option key="Custom Unix Desktop" value="application" />
<option key="Command line" value="" />
```

Specify path to the command to be executed in the value field.

3.10. Run a Custom Session in a Floating Window

```
<option key="Session" value="unix" />
<option key="Desktop" value="console" />
<option key="Virtual desktop" value="false" />
```

3.11. Run a Custom Session in a Virtual Desktop

```
<option key="Session" value="unix" />
<option key="Desktop" value="console" />
<option key="Virtual desktop" value="true" />
```

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3.12. Do not Show Informative Messages at Session Startup

Message to enable/disable the remote audio.

```
<option key="Show remote audio alert message" value="false" />
```

Message to enable/disable resizing the remote desktop to the size of the client window.

```
<option key="Show remote display resize message" value="false" />
```

Accepted values are: 'true' or 'false'.

3.13. Resize the Remote Desktop to the Client Window at Session Startup

```
<option key="Resize the remote screen to the local geometry" value="true" />
```

Accepted values are: 'true' or 'false'.

3.14. Adapt the Remote Desktop to the Client Window when it's Resized

```
<option key="Enable session auto-resize" value="true" />
```

Accepted values are: 'true' or 'false'.

3.15. Preconfigure Size of the Client Window

```
<option key="Resolution" value="" />
```

Value must be specified in the format of 'WxH', e.g. 1024x768.

This option makes the client to ask the remote desktop to start with the given resolution. The remote desktop can ignore this setting if it has a different configuration stored in desktop manager settings or if the 'Resize the remote screen to the local geometry' or the 'Enable session auto-resize' option are enabled (set to 'true').

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Predefining the size of the client window may be problematic when it is running in windowed mode. The size of the window depends from the resize mode, from the available desktop geometry and from the behaviour of the remote desktop manager. Using the NXS file to preconfigure the window size behaviour may not work as expected.

3.16. Preconfigure How the Client will Show the Remote Session

```
<option key="Session resize mode" value="viewport" />
```

Accepted values are: 'viewport' or 'scaled'.

When value is 'scaled', the remote desktop is scaled to fit the client window.

3.17. Set the Highest Quality Display

```
<option key="Link quality" value="9" />
```

Accepted values are from 1 to 9.

3.18. Set the Highest Quality Display

```
<option key="Disable network-adaptive quality" value="true" />
```

Accepted values are: 'true' or 'false'.

3.19. Disable Client Side Image Post-Processing

```
<option key="Disable image post-processing" value="true" />
```

Accepted values are: 'true' or 'false'.

Please note that post processing is made only on client side. This change will not affect server side.