

PCoIP Client SDK for macOS Developers' Guide

23.06

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PCoIP Client SDK for macOS 23.06

The Client SDK for macOS provides developers tools to create a custom PCoIP client with a unique user interface and workflow, or to embed a PCoIP session into another program or solution. Clients built with the SDK can connect to remote desktops using PCoIP agents or PCoIP Remote Workstation Cards.

The SDK is provided as part of HP Anyware by special agreement with HP.

The Client SDK for macOS includes the following components:

- Code Examples
- Programming Guide
- Session Client Source Code
- Session Client Libraries and API Headers
- Session Client API Documentation
- Broker Client Example Code
- Broker Client Libraries and API Headers
- PCoIP Core Libraries and API Headers
- PCoIP Core Binary

Supported Platforms

The Client SDK for macOS can be used on the following operating systems:

- macOS 12 (Monterey)
- macOS 13 (Ventura)

What Can You Build With the PCoIP Client SDK?

With complete control over how a PCoIP client is built, you can create clients that incorporate customizations in both **pre-session** and **in-session** phases of a PCoIP connection. For example, the following customizations are all typical use cases:

Pre-Session Customizations

- Customizing the client user interface to create a branded, end-to-end solution using company assets such as corporate logos, slogans or trademarks, and corporate colors and iconography.
- Developing customized authentication workflows, either directly or using a broker.
- Automatically connecting users to specific desktops or applications, based on an identified user type or task.
- Embedding a remote workload into an application.

In-Session Customizations

- Client branding, including:
 - Menu item labels
 - Window titles
 - Application icons
 - Company logos
- Automatic bridging of USB devices.
- In-session menu bar visibility.
- Disabling hot keys.
- Client display size in windowed and fullscreen mode.
- Configuring resolutions.
- Securely using local and bridged USB devices.

Complete control of the in-session user experience is possible using the PCoIP Core API.

Who Should Read This Guide?

This guide provides information for software developers and systems integrators with an understanding of SDK integrations and virtualization systems who are developing customized PCoIP clients. Readers should already understand the PCoIP protocol, how it is used, and the difference between brokered and non-brokered sessions.

This guide is not intended for users who do not require a custom PCoIP client.

This guide will break down how to use the session client executable and how to use the broker client API, session client API and core API. This document is not intended for users who are unfamiliar with SDK integrations, or for HP Anyware users who do not require a customized PCoIP client. In this guide, you will learn about:

- PCoIP session components and considerations
- Customizing the PCoIP session
- Setting up a PCoIP agent test environment
- Setting up a development environment
- Troubleshooting issues related to setting up, developing, and building the SDK

Developing with the Session API and Core API

If you are looking for development specific instructions and information around using the Session API, see [Session API Development](#).

If you are looking for development specific instructions and information around using the Core Libraries and API, see [Core API Development](#).

What's New in This Release?

In addition to **bug fixes and stability enhancements**, the Client SDK for macOS introduces the following:

High Performance Client Mode is Now Default

The Client SDK for macOS's *high performance client mode* is now enabled by default, and recommended for most users. Previously, this mode was available as a technology preview. The previous standard mode can still be enabled by switching to *Standard Performance Mode*, if desired. For more information, see [Client Modes](#) in the Software Client for macOS guide.

Collaboration Manager Opens from In-Session Menu

The Collaboration Manager can now be launched from a new *Collaboration* menu option in the Client SDK for macOS's menu, in addition to launching from the system menu bar. For more information, see [Sharing Your Session With Collaborators](#) in the Software Client for macOS guide.

New Anyware Modes Information Dialog

Information related to PCoIP Ultra acceleration modes is now available via the [Connection Health Indicator](#) on the Client SDK for macOS interface. A tooltip has been added next to **Mode** on the **Anyware Health** window, which opens the **Anyware Modes** dialog containing a brief description on the PCoIP Ultra acceleration modes.

PCoIP Ultra modes are configured on the PCoIP agent. For more information, see [PCoIP Ultra Modes](#) in the Software Client for macOS guide.

System Requirements

The following table outlines the system requirements for the PCoIP Client SDK for macOS:

System	Version Required
PCoIP Software Client Operating Systems	<ul style="list-style-type: none">• macOS 12 (Monterey)• macOS 13 (Ventura)
Compatible PCoIP Agents	The Client SDK for macOS can connect to any PCoIP agent. Some features require specific agent versions; see the <i>Feature Support</i> section of this guide for details. We recommend always using the same version of PCoIP agent and PCoIP client.
Compatible PCoIP Remote Workstation Cards ¹	TERA22x0 with firmware 20.04+ and PCoIP Remote Workstation Card Software for Windows or Linux 20.04+.
Supported IP versions	IPv4 and IPV6.

Important: Support for PCoIP Ultra on Apple Silicon Processors

PCoIP Ultra is now supported on client macOS machines running on Apple Silicon (M1 or M2 chips).

Notarizing Applications to run on macOS Catalina

The Client SDK for macOS has been compiled with OSX SDK 10.13 and 10.14 which meets the Apple notarization requirements. In order for your application to run on macOS 10.15 (Catalina), you must sign all libraries and the client application and package and notarize them with Apple.

For information on notarizing applications built with the SDK, see https://developer.apple.com/documentation/security/notarizing_your_app_before_distribution.

Hardware System Requirements

For different display configurations Teradici recommends certain processor and RAM combinations:

- For up to dual 1920 x 1080 display configuration Teradici recommends 1.6 GHz dual core processor or higher with at least 4 GB RAM.
- For up to dual 4K/UHD Teradici recommends a 3.0 Ghz quad core processor or higher with at least 8GB Dual Channel RAM.

1. For details on feature limitations between PCoIP Software Clients and PCoIP Remote Workstation Cards, see [Connecting to PCoIP Remote Workstation Cards](#). ←

SDK Header Files

The following table contains a brief description of the header files included in the PCoIP Client SDK for macOS:

!!! note Note: Location of the Header Files The header files are available at the following locations in the PCoIP Client SDK for macOS package: - Windows and Linux: The **include** folder - macOS: The **Frameworks** folder

Header File	Description
broker_client.h	This file defines the APIs supported by the Broker client SDK. It is the only file that needs to be included for using the Broker Client SDK.
broker_client_export.h	This file is automatically generated to facilitate using the SDK DLLs in a Windows environment.
broker_client_types.h	This file contains type definitions for <code>broker_client</code> .
pcoip_avsyncmode.h	This file defines the <code>AVSyncmode</code> APIs supported by the PCoIP protocol shared library or the PCoIP protocol static library for interfacing with external implementations.
pcoip_client.h	This file defines the APIs supported by the PCoIP Client SDK. It is the only file that needs to be included for using the PCoIP Client SDK.
pcoip_client_audio.h	This file defines the audio APIs supported by the PCoIP protocol shared library or the PCoIP protocol static library for interfacing with external implementations.
pcoip_client_collaboration.h	This file defines the collaboration APIs supported by the PCoIP protocol shared library or the PCoIP protocol static library for interfacing with external implementations.
pcoip_client_config.h	This file defines the configuration APIs supported by the PCoIP protocol shared library or the PCoIP protocol static library for interfacing with external implementations.
pcoip_client_cursor.h	This file defines the cursor APIs supported by the PCoIP protocol shared library or the PCoIP protocol static library for interfacing with external implementations.
pcoip_client_display.h	This file defines the display APIs supported by the PCoIP protocol shared library or the PCoIP protocol static library for interfacing with external implementations.
pcoip_client_error.h	This file defines the error enumeration used in the SDK.
pcoip_client_keyboard.h	This file defines the keyboard APIs supported by the PCoIP protocol shared library or the PCoIP protocol static library for interfacing with external implementations.
pcoip_client_licensing.h	This file defines the licensing APIs supported by the PCoIP protocol shared library or the PCoIP protocol static library for interfacing with external implementations.
pcoip_client_logging.h	This file defines the logging APIs supported by the PCoIP protocol shared library or the PCoIP protocol static library for interfacing with external implementations.
pcoip_client_mouse.h	This file defines the mouse APIs supported by the PCoIP protocol shared library or the PCoIP protocol static library for interfacing with external implementations.
pcoip_client_performance.h	This file defines the performance APIs supported by the PCoIP protocol shared library or the PCoIP protocol static library for interfacing with external implementations.

Header File	Description
pcoip_client_session.h	This file defines the session APIs supported by the PCoIP protocol shared library or the PCoIP protocol static library for interfacing with external implementations.
pcoip_client_touch.h	This file defines the touch APIs supported by the PCoIP protocol shared library or the PCoIP protocol static library for interfacing with external implementations.
pcoip_client_types.h	This purpose of this header file is to only support backward compatibility. It should not be used.
pcoip_client_usb.h	This file defines the USB APIs supported by the PCoIP protocol shared library or the PCoIP protocol static library for interfacing with external implementations.
pcoip_core_api.h	This purpose of this header file is to only support backward compatibility. It should not be used.
pcoip_core_export_header.h	This file is automatically generated to facilitate using the SDK DLLs in a Windows environment.
pcoip_core_types.h	This purpose of this header file is to only support backward compatibility. It should not be used.

PCoIP Sessions

About PCoIP Sessions

Establishing a PCoIP session involves a number of key components, including system actors, PCoIP session phases, and connection brokers as discussed next.

System Actors

There are at least three components that work together to create a PCoIP session:

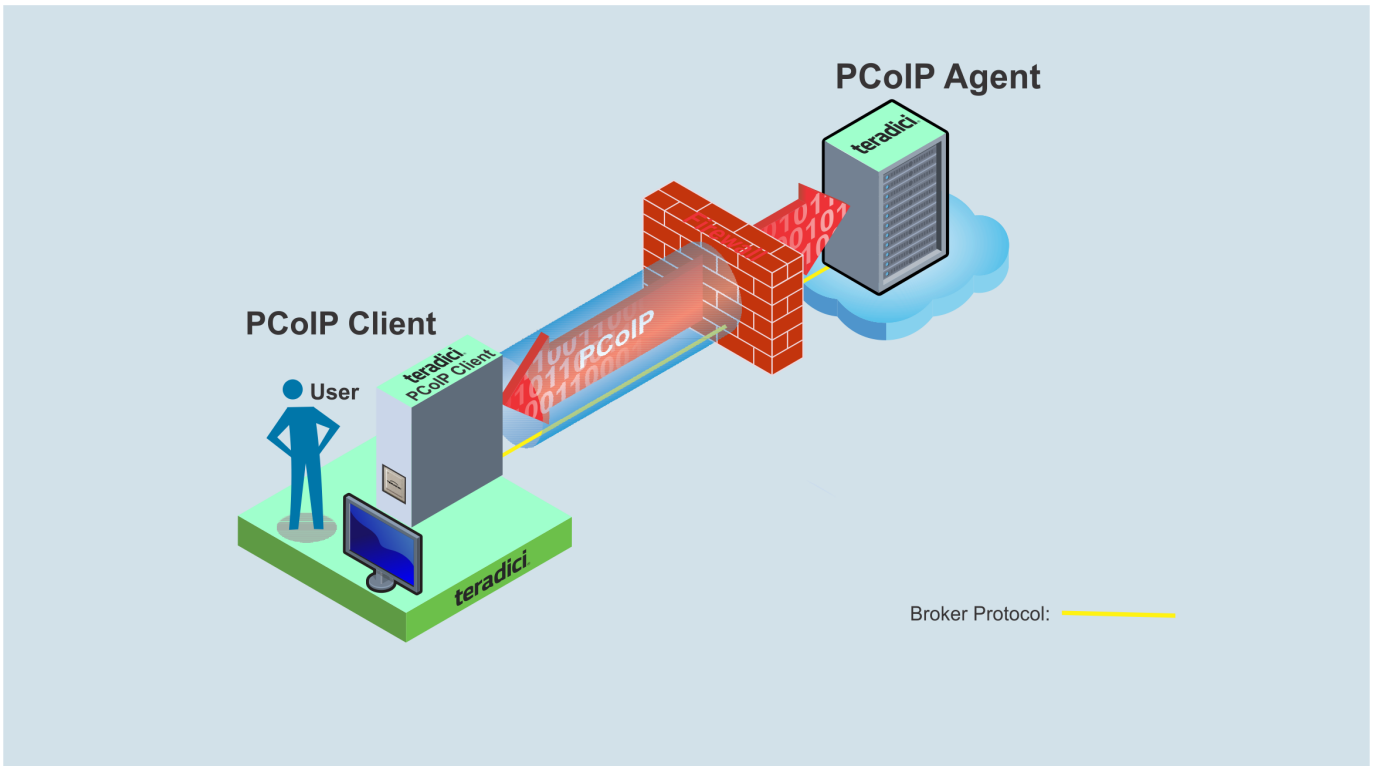
- **PCoIP client:** The hardware or software device, local to the user, which requests and drives the PCoIP session by negotiating with PCoIP brokers and PCoIP agents.
- **PCoIP Broker:** Brokers maintain lists of active users, their authentication information, and the host machines they can connect to. Except for systems using direct connections, all PCoIP sessions are negotiated via third-party brokers.
- **PCoIP agent:** The Teradici extension installed on the host machine. The PCoIP agent is the single point of access for PCoIP clients, and handles all video, audio, and USB exchanges between the client and desktop.

Terminology: Hosts and Desktops

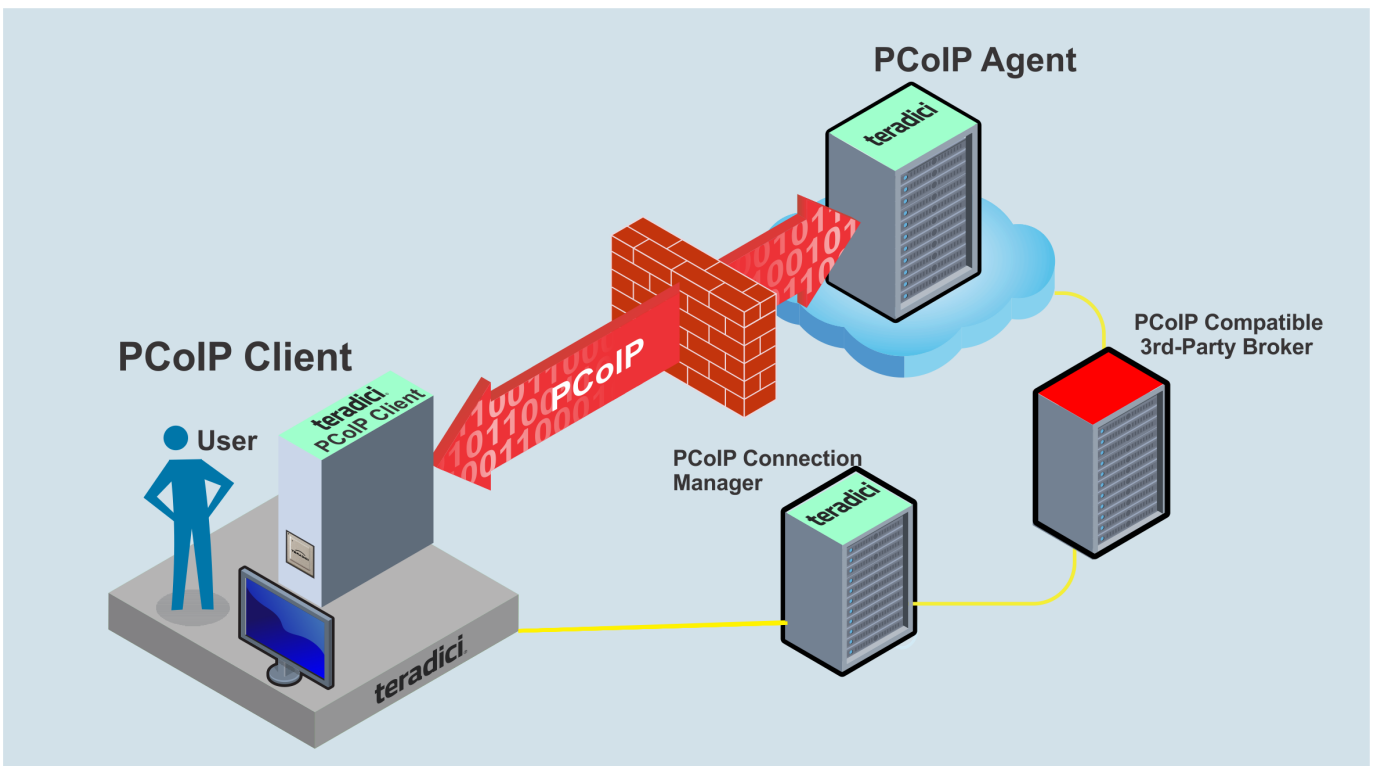
Host refers to a Windows, or Linux machine, either virtual or physical, which has a PCoIP agent installed and can serve a remote desktop to a PCoIP Client. **Desktop** refers to an entity which is delivered to the client as a remote workload. This is typically a full Windows or Linux desktop, but it can also be configured to present a single application.

The following diagrams show the actors outlined above in a brokered and direct connection:

Direct Connection



Brokered Connection



PCoIP Session Phases

There are two phases in a PCoIP session:

- **Pre-session** In the pre-session phase, a PCoIP client communicates with a PCoIP broker to authenticate a user and obtain a list of desktops for which that user is authorized. The client then presents this list to the user for selection, and asks the broker to establish a PCoIP session with the selected desktop.
- **Session** In the session phase, the PCoIP session has been successfully launched and the client is connected to the remote desktop. Once the PCoIP connection is established, a session client is invoked by the pre-session client. The session client is primarily a conduit between the host and the client applications. For a list of customizable in-session properties, with examples, see [Customizing the PCoIP Session](#).

About Brokered and Non-Brokered Connections

PCoIP-compatible brokers are resource managers that authenticate users and dynamically assign authorized host agents to PCoIP clients based on the identity of the user. PCoIP clients can connect to PCoIP agents using a PCoIP-compatible broker, called a *brokered* connection, or directly, called a *non-brokered* or *direct* connection. The broker client library included in the Client SDK is designed to communicate with PCoIP-compatible brokers using the PCoIP Broker Protocol. In direct connections, when no broker is used, the PCoIP agent acts as its own broker. The client makes the same calls to the broker client library in either case.

Example pre-session Client

The included pre-session client, `broker_client_example`, uses the included broker client library to execute transactions using the PCoIP Broker Protocol. This example client demonstrates how to establish both brokered and non-brokered connections

Feature Support

Connecting to a USB Device

Remote hosts using the PCoIP Standard Agent or the PCoIP Graphics Agent can use USB devices that are attached to the client. When you connect a local USB device to your remote host it will be disabled on the client machine.

USB device connections do not persist across multiple PCoIP sessions. You must connect your USB device each time you connect.

PCoIP Agent needs to be configured to enable USB redirection

The USB menu will only show up if the PCoIP Agent has been configured to enable USB redirection and a USB device has been detected by the PCoIP Client.

One-time PCoIP Client login

The first time you connect after a Mac installation, you must enter a Mac administrator user name and password. You only need to do this when you install a new client.

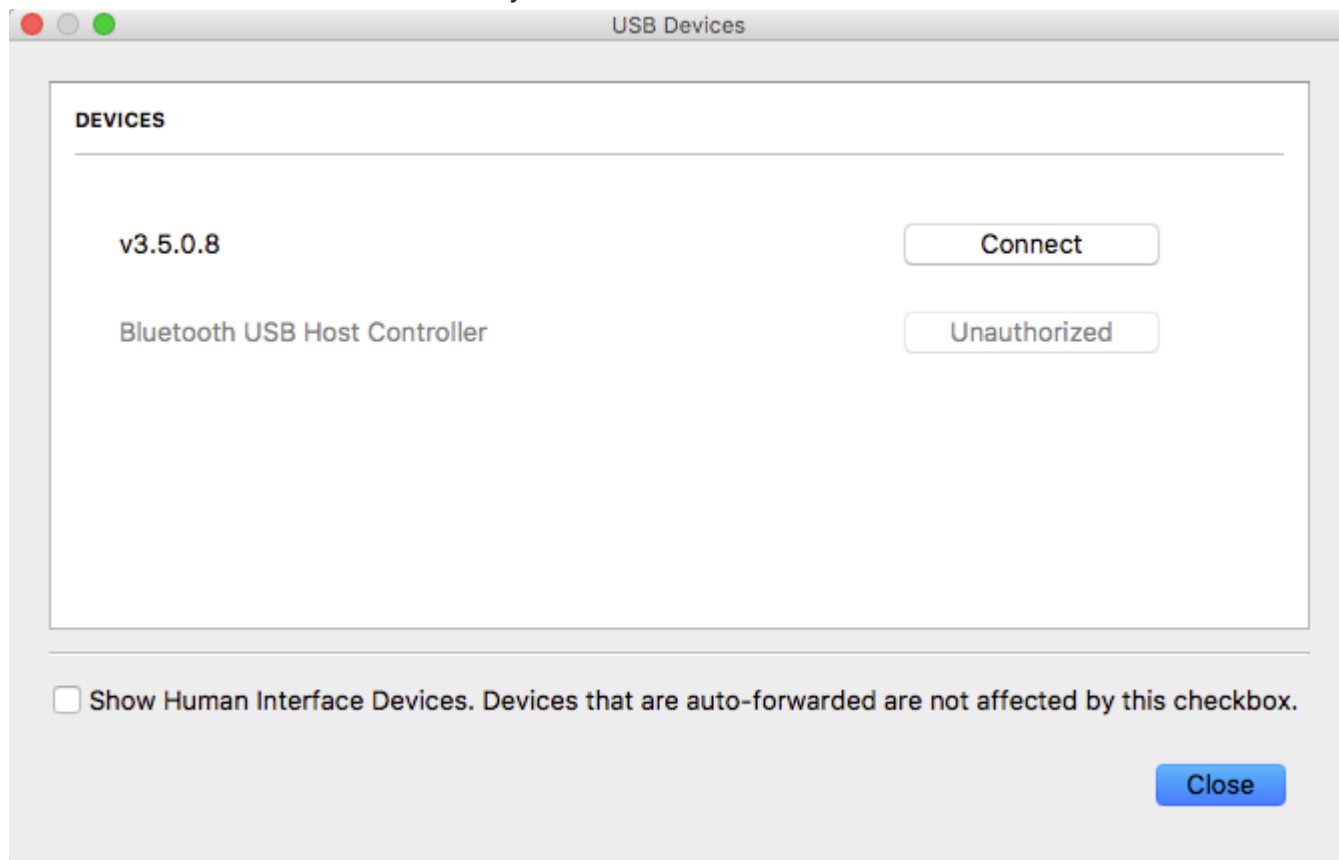
To connect to a USB device:

1. Attach the USB device you wish to connect.
2. Select **Connection > USB Devices** from the PCoIP Software Client menu.

A list of USB devices connected to your client machine appears. Integrated USB devices, such as built-in cameras on laptops, will appear in this list along with devices you have plugged in yourself.

Some devices will identify themselves only as *USB Device*.

3. Click **Connect** beside the USB device you wish to use.



Connecting to Human Interface Devices

Most Human Interface Devices (HIDs), such as keyboards and mice, are automatically handled by the PCoIP Software Client and do not appear on in this list even if they use a USB connection.

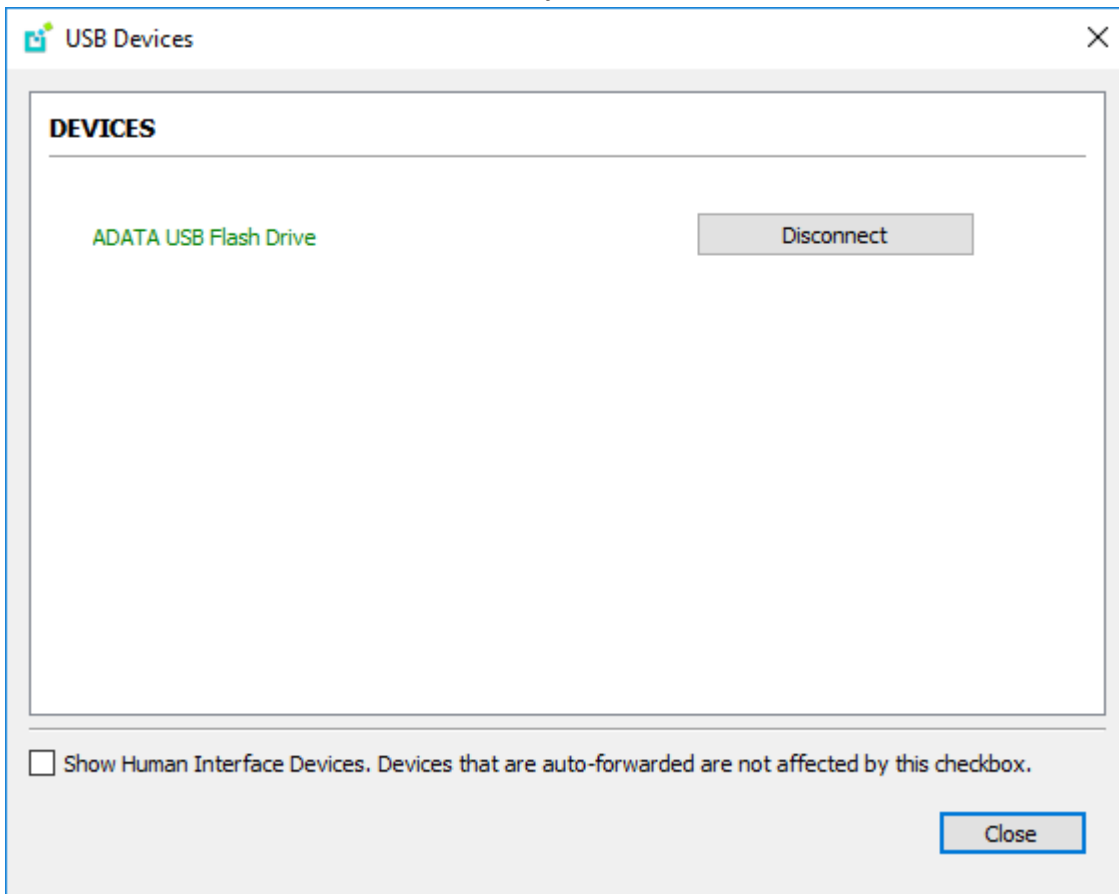
If you need to connect a Human Interface Device that cannot be locally processed, like a 3D mouse or a Wacom tablet, enable the **Show Human Interface Devices** checkbox to reveal the device in the USB device list and click its Connect button.

You may also have to complete additional configuration steps or install drivers on the host machine.

To disconnect a USB device:

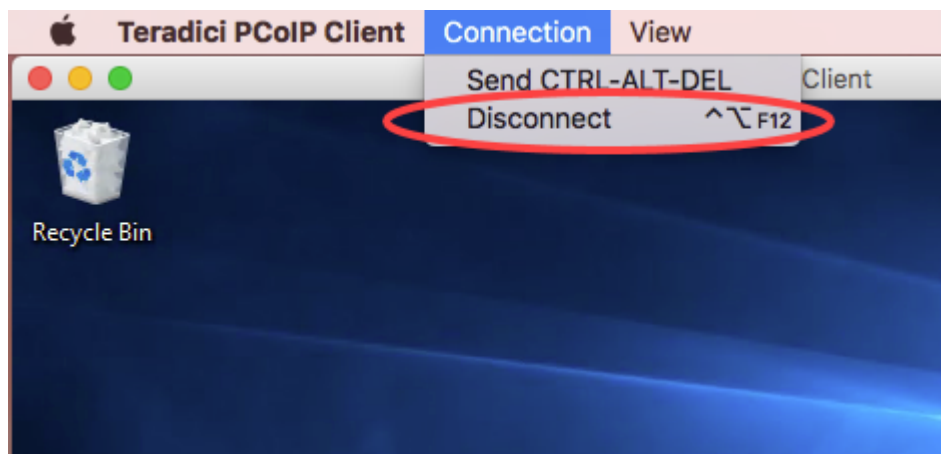
1. Select **Connection > USB Devices** from the PCoIP Software Client menu.

2. Click **Disconnect** beside the USB device you wish to disconnect.



Disconnecting a Session

To disconnect a PCoIP session from either client, select the **Connection > Disconnect** menu option.



Quickly Disconnect from a session

To quickly disconnect from a session, press **CTRL+Option+F12**

Quitting the application will also disconnect the current session.

Session Reconnection

If a network interruption is detected, the PCoIP session enters a reconnecting phase. In this phase the client will show you the network reconnecting dialog which indicates that there is a network issue and that the client is trying to reconnect and re-establish the PCoIP session. You can click **disconnect** to cancel the attempted reconnect and disconnect the session completely. If the reconnection is successful, the notification dialog will disappear and the session will be restored, if not, the session will be disconnected completely.

Changing the PCoIP Software Client Window Mode

You can use the PCoIP Software Client in full-screen or windowed mode. Full-screen mode is recommended in most cases.

Activating Full Screen Modes

The PCoIP Software Client provides two full-screen modes: one monitor and all monitors.

To switch from windowed mode to full-screen mode:

- To use one full-screen display, select **View > Show Fullscreen One Monitor**.

All open windows and applications will be moved to a single full-screen display. This is equivalent to disconnecting all but one monitor from a physical host.

- To use all available full-screen displays, select **View > Show Fullscreen All Monitors**.

This mode shows full-screen displays on all client monitors.

Keyboard shortcut

You can also enter full-screen mode by pressing **Ctrl+Option+Return** while in windowed mode. The shortcut will activate whichever full-screen mode was used last, or *all monitors* if no previous selection was made.

To switch from Fullscreen One Monitor to Fullscreen All Monitors mode:

1. Reveal the menu bar by moving the mouse cursor to the top of a client display.
2. Select **View > Show Fullscreen All Monitors**.

To switch from Fullscreen All Monitors to Fullscreen One Monitor mode:

1. Reveal the menu bar by moving the mouse cursor to the top of a client display.
2. Select **View > Show Fullscreen One Monitor**.

Persistent Display Topology

Depending on the display topology mode you have selected, for example **Fullscreen One Monitor**, if you disconnect and then reconnect to the session, it will maintain that same mode upon reconnection. The state and mode will be preserved.

Miminizing the PCoIP Software Client from a Full-screen Mode

To minimize a software client in full-screen mode:

1. Reveal the menu bar by moving the mouse cursor to the top of any display.
2. Select **View > Minimize Client**.

Keyboard shortcut

You can also minimize the client by pressing **Ctrl+Option+m** while in any full-screen mode.

Activating Windowed Mode

To switch from full-screen mode to windowed mode:

1. Reveal the menu bar by moving the mouse cursor to the top of any display.
2. Select **View > Leave Fullscreen**.

Keyboard shortcut

You can also enter windowed mode by pressing **Ctrl+Option+Return** while in any full-screen mode.

Enhanced Audio and Video Synchronization

Enhanced Audio and Video Synchronization provides improved full-screen video playback, reducing the difference in delays between the audio and video channels, and smoothing frame playback on the client. This improves lip sync and reduces video frame drops for video playback.

This feature introduces a small lag in user interaction responsiveness when enabled. Using enhanced audio and video synchronization will reduce the maximum frame rate.

Enhanced A/V Sync is enabled on a per-display basis, so you can dedicate individual displays to playback without impacting responsiveness on the others.

To use enhanced A/V Sync:

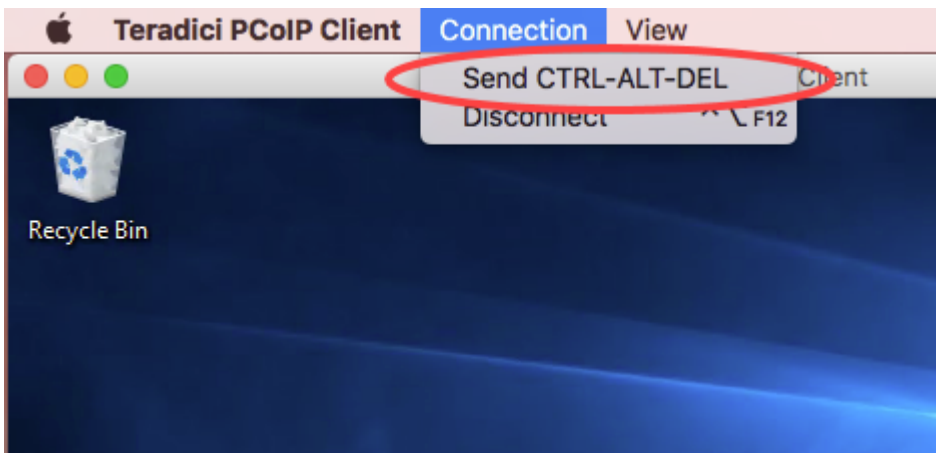
1. If you are in full-screen mode, reveal the menu bar on the display you want to enhance by moving the mouse cursor to the top of the screen.
2. On the display you want to enhance, select **View>Enhanced A/V Sync** to toggle the enhanced sync mode.

Persistent Display Topology

The Enhanced Audio and Video Synchronization feature is persistent across sessions from the same client, provided that the display topology has not changed.

Sending a Ctrl-Alt-Del Command

To send the Ctrl-Alt-Del keyboard command to a remote workstation, select the **Connection > Send CTRL-ALT-DEL** menu option.



Changing the Language

In addition to English, the PCoIP Software Client also supports these languages: Chinese (Simplified), French, German, Italian, Japanese, Korean, Portuguese (Brazil), Portuguese (Europe), Russian, Spanish, and Turkish. During installation, you can select one of the supported languages.

To change the language after installation:

- In **System Preferences > Language & Region > Advanced > General** tab, select another language in the **Format language** list.

PCoIP Ultra

The PCoIP Client provides support for PCoIP Ultra, the latest protocol enhancements from Teradici. PCoIP Ultra is optimized for truly lossless support with bit-exact color accuracy and preservation of content detail at the highest frame rates.

PCoIP Ultra protocol enhancements propels our industry-recognized performance into the future of remote computing, with faster, more interactive experience for users of remote workstations working with high-resolution content.

PCoIP Ultra is disabled by default. To enable it, see [Enabling PCoIP Ultra](#).

PCoIP Ultra Enhancements

In version 20.10, PCoIP Ultra provides the following benefits:

- Support for 4K/UHD high frame rate content.
- Efficient scaling across multicore CPUs leveraging AVX2 instruction sets.
- Highest image quality with efficient build-to-lossless and color-accurate.
- Dynamic network adaption and network resilience.

The Software Client for MacOS 20.10 with PCoIP Ultra contains certain limitations around USB and printer plugin redirection. The latest beta version of PCoIP Ultra is available via our Technology Preview version, as outlined below.

PCoIP Ultra Technology Preview

PCoIP Ultra is an evolving technology, and new capabilities and enhancements are introduced frequently.

If you would like to test unreleased versions of PCoIP Ultra, we invite you to join the PCoIP Ultra Technology Preview program. Technology Preview users receive pre-release versions of Teradici software for use in non-production environments, and provide feedback to our engineering teams.

To learn more and to join the technology preview, visit the [Teradici Support site](#).

Requirements

To take advantage of PCoIP Ultra, you need to meet these requirements:

- A PCoIP agent (any type) 19.05.0 or later.
- A PCoIP Software Client for macOS, PCoIP Software Client for Windows or PCoIP Software Client for Linux, 19.05.0 or later.

PCoIP Software Client for Mac users

Support for PCoIP Ultra on the PCoIP Software Client for Mac is provided via the PCoIP Ultra Technology Preview as described above.

- The CPUs on both the agent and the client machines must support the AVX2 instruction set.

Enabling PCoIP Ultra

In order to enable PCoIP Ultra features you need to turn on GPO variables in the PCoIP Agent. For information on enabling this with Linux, see [Enabling PCoIP Ultra for Linux](#). For information on enabling this with Windows, see [Enabling PCoIP Ultra for Windows](#).

Auto-Offload with PCoIP Ultra

The auto-offload feature with PCoIP Ultra enables users to allow PCoIP Ultra to select the best protocol, whether that is CPU or GPU, based on display rate change. CPU Offload is used by default to provide the best image fidelity, GPU Offload is used during periods of high display activity to provide improved frame rates and bandwidth optimization. This setting is only effective if the remote host and client endpoints are capable of both CPU and GPU Offload. You can select this option when you are enabling PCoIP Ultra.

For information on how to do this, see [PCoIP Ultra - Windows](#), and [PCoIP Ultra - Linux](#).

PCoIP Codec Indicator

When enabling PCoIP Ultra there will be an onscreen indicator at the bottom left corner of the screen. PCoIP Ultra CPU optimization is indicated with a dark blue dot. PCoIP Ultra GPU optimization is indicated by a magenta dot. To disable this codec update the `pcoip.code_indicator` parameter:

```
~/ .pcoip.rc pcoip.codec_indicator = 0
```

Ensure that you maintain the space before and after the = sign.

Customizable Session Features

The following PCoIP session features can be customized:

- Session Menu bar Visibility
- Disable Hot Keys
- Windowed or Fullscreen Mode
- Set Host Resolution
- Custom Client Branding
- Image Scaling
- Maintain Aspect Ratio
- USB Auto Forward
- USB VID/PID Auto Forward
- Disable USB
- Locale
- Session Log ID
- Log Level
- Log Folder
- Log Prefix
- Force Native Resolution

Examples show command-line usage

The examples shown here invoke the session client via the command line. You can also set these properties when invoking the session client programmatically.

Disable Session Menu Bar Visibility

To enhance the user experience the PCoIP Session Client enables the menu bar by default, however some use cases may require that it be disabled, or hidden, in order to prevent the user from accessing menu functionality. To disable the menu bar feature use the parameter `disable-menubar`.

Disable Hot Keys

To improve usability, session hot keys, such as **Ctrl+Option+F12**(which disconnects a PCoIP session)are available to users by default. The parameter for this feature is `disable-hotkeys`.

Windowed or Fullscreen Mode

Depending on your application needs, you can display the PCoIP session in either windowed or fullscreen mode. Fullscreen mode allows the display topology to support multiple monitors as an extended desktop; windowed mode gives you the flexibility to display multiple application windows in parallel and switch between them quickly. Windowed mode improves the user experience, as well as resulting in an increase in performance. Windowed mode is the default mode, and to activate fullscreen mode use the `full-screen` parameter.

Set Host Resolution

Normally, the session client opens with arbitrary window dimensions. In some cases, you may wish to lock the resolution of your host application displays. This ensures the user's viewing experience is consistent across different monitors and their native resolutions. The parameter for this feature is `set-host-resolution`.

- **Host Resolution Limitations:** It is only possible to specify one target resolution for all displays. The host resolution will not perform to its optimal capability if you have monitors with different resolutions.

Custom Client Branding

You can customize the branding of your custom session client in several ways by creating a client branding package. These customizations affect the user's experience once they have connected to

their PCoIP session. The parameters for this feature are `branding-package` and `branding-hash`. The following elements can be customized in the session client:

- The OS application title and logo
- The session client toolbar title and logo
- The logo displayed in the OS taskbar
- The following default menu item label:
 - *About PCoIP Client*
 - *Quit PCoIP Client*
- The content shown in the *About* dialog:
 - Replace the dialog text
 - Provide hyperlinks to corporate resources and product information
 - Add a custom logo
- Customize a client alert and message window titles.

Image Scaling

The image scaling feature enables scaling on the client without having to specify the desktop resolution. You can apply image scaling when the resolution of the client monitor is not the same as the resolution provided by the host. This feature provides a smoother process for image scaling on the client. The parameter for this feature is `enable-scaling`.

Maintain Aspect Ratio

If the host and client aspect ratios do not match, and this parameter is not used then the display will be stretched to fit. The parameter for this feature is `maintain-aspect-ratio`. If the native aspect ratios of the host's display and the client's display do not match, the host's aspect ratio will be preserved and will appear in the client with black bars either on the sides or top and bottom of the display.

USB Auto-Forward

Automatic bridging enables you to auto bridge all non-HID USB devices. Use the `usb-auto-forward` parameter.

USB Vendor ID/Product ID Auto-Forward

You can automatically forward up to 20 USB devices to the host at the start of the session by calling the session client executable with `vidpid-auto-forward` and the required VID/PID pairs. Devices that are auto-forwarded will appear in the USB Devices dialog box, enabling users to connect or disconnect them from the host.

Disable USB

You can disable USB functionality in the client with the `disable-usb` parameter.

Locale

The Local feature enables you to use the appropriate localized user interface for the client session. This feature will make the session GUI more flexible to accommodate a wide range of languages. You

can choose the language translation you require by setting the `locale` parameter. The following table states the available language translations and codes:

Locale Code	Language
de	German
es	Spanish
fr	French
it	Italian
ja	Japanese
ko	Korean
pt	Portuguese (EU)
pt_BR	Portuguese (Brazil)
ru	Russian
tr	Turkish
zh_CN	Chinese (Simplified)
zh_TW	Chinese (Traditional)

Default Language

By default, the language is set to English.

Session Log-ID

`log-id` is a UUID that uniquely identifies the session in all PCoIP log files.

Log Level

`log-level` is the log level parameter. It is possible to over-ride the default log-level, which is 2, by specifying a different log-level parameter. All messages at the specified level or lower will be logged. The following parameters apply:

- 0 = Critical
- 1 = Error
- 2 = Info
- 3 = Debug

Troubleshooting and Support

When reproducing issues for the purposes of troubleshooting and support, set the log level to **Debug**. This will enable you to capture a log of all information messages and errors.

Log Folder

`log-folder` is the Log Folder parameter. This is the user defined folder for log files.

Log Prefix

`log-prefix` is the Log Prefix parameter. This is the log filename that the SDK will add time information to for each log file. The resulting log file will be `[[log-folder]/[log-prefix]][timeinformation]`.

Force Native Resolution

The resolution of the client monitor can be set to the native resolution when the session client is launched using the `force-native-monitor-resolution` parameter

Branding Your Session Client

You can customize the branding of your custom session client in several ways by creating a client branding package. These customizations affect the user's experience once they have connected to their PCoIP session. The following elements can be customized in the session client:

- The OS application title and logo
- The session client toolbar title and logo
- The logo displayed in the OS task bar
- The following default menu item label:
 - *About PCoIP Client*
- The content shown in the *About* dialog:
 - Replace the dialog text
 - Provide hyperlinks to corporate resources and product information
 - Add a custom logo
- Customize client alert and message window titles.

Supporting USB Devices

Transferring non-HID USB devices from the client to the host is called bridging. Both the PCoIP agent on the host machine and the PCoIP client must enable bridging before devices can be transferred. Administrators can globally disable USB bridging support, or enforce device whitelists or blacklists, using GPO variables on the host machine. Clients cannot bridge devices that are disallowed by the agent.

There are two methods of providing USB support from your PCoIP client:

- **Automatic:** Automatically bridged devices are passed from the pre-session client to the session client executable, which forwards them to the host agent. No user interaction is required.
- **Manual:** Manually bridged devices are selected by the user, during a PCoIP session, from the session client UI.

Remote USB Device Support

If a pointer type USB device, for example wacom tablets, mouse, or stylus device, is remoted, you need to grant *PCoIPClient.app* computer control to enable it to render and move the cursor. You can enable this through the **Preferences>Security & Privacy>Privacy>Accessibility** location on your system settings.

System Precedence

The following section outlines the scope precedence commands between the **System Scope** and **User Scope**. If you are updating individual user settings then the user scope locations and parameters can be followed. Due to this order of precedence where by the system scope setting takes precedence over the user scope setting, a change in the user settings may not take effect if the system scope setting has been updated.

System Scope

The `.plist` files are located in `/Library/Preferences/`. The following commands detail the read, delete and write sudo functions:

```
sudo defaults read "/Library/Preferences/com.teradici.Teradici PCoIP Client.plist" <Key>
```

```
sudo defaults delete "/Library/Preferences/com.teradici.Teradici PCoIP Client.plist" <Key>
```

```
sudo defaults write "/Library/Preferences/com.teradici.Teradici PCoIP Client.plist" <Key> <value>
```

If **sudo** is not used in the command, it will automatically go to the user settings.

User Scope

Within the user scope the `.plist` files are located in `~/Library/Preferences/`. The following commands detail the read, delete and write functions:

```
defaults read com.teradici.Teradici PCoIP Client.plist <Key>
```

```
defaults com.teradici.Teradici PCoIP Client.plist <Key>
```

```
defaults write com.teradici.Teradici PCoIP Client.plist <Key> <value>
```

If **sudo** is used, it will go to the system settings.

 Re-boot Requirement

The macOS machine may require a re-boot for the system configuration to take effect.

Mapping Function Keys

You can enable Function keys on the PCoIP Session Client SDK by going to **Apple>System Preferences>Keyboard>** and selecting the function keys you wish to use as standard keys. When the system is configured to not use function keys the PCoIP Software Client does not get the function key codes from the system when the keys are pressed. In this instance the function keys are used for other system features such as turning the volume up and down.

Adding a Custom Logo

The Software Client for macOS can be configured in the Pre-Session mode to place a custom logo beside the PCoIP logo. For best results, the logo should be a .png file with a transparent background, and ideally be of size 245x100 or smaller. The image is named "customlogo.png".

macOS location: `~/Library/Preferences/Teradici/PCoIPClient/`

HID Local Termination Blacklist

Local Termination of Wacom tablets provides the best user experience in networks with high latency. However, some features of the tablet may not be fully supported with local termination. A HID Local Termination Blacklist has been added to override the preferred local termination mode.

Devices on the blacklist would be bridged to the remote desktop. The local termination settings can be edited in the *com.teradici.Teradici PCoIP Client.plist* file. For information on the commands to use with .plist files, see the [System Precedence](#) section. The vendor and product IDs are separated by a comma and multiple devices are separated by a space.

```
localtermination_black_list "0123,abcd 5678,1a3b"
```

Wacom Tablet Support

The Software Client for macOS supports Wacom tablets in two configurations: [bridged](#), where peripheral data is sent to the desktop for processing, and [locally terminated](#), where peripheral data is processed locally at the Software Client.

Locally terminated Wacom tablets are much more responsive and tolerate low latency connections.

Whether the Wacom tablet is locally terminated or bridged, the process of remoting the USB device is the same, you need to click connect in the USB menu or auto forward the device. If local termination is supported for the particular device, it will automatically be chosen over bridging. For more information on this, see [Local Termination Blacklist](#).

Remote USB Device Support

If a pointer type USB device, for example wacom tablets, mouse, or stylus device, is remoted, you need to grant *PCoIPClient.app* computer control to enable it to render and move the cursor. You can enable this through the **Preferences>Security & Privacy>Privacy>Accessibility** location on your system settings.

Locally Terminated Wacom Tablets

Locally-terminated tablets have greatly improved responsiveness, and tolerate higher-latency (including 25ms and higher) networks.

Local termination requires:

- A Standard agent or Graphics agent for Windows version 21.01 or higher.
- A Standard agent or Graphics agent for Linux version 21.01 or higher.

The following Wacom tablet models have been tested and are supported with local termination.

PCoIP client support for *locally terminated* Wacom tablets and the Software Client for macOS

	PCoIP Standard Agent for Linux	PCoIP Graphics Agent for Linux	PCoIP Standard Agent for Windows	PCoIP Graphics Agent for Windows	PCoIP Remote Workstation Card
Intuos Pro Small <i>PTH-460</i>	✓	✓	✓	✓	—
Intuos Pro Medium <i>PTH-660</i>	✓	✓	✓	✓	—
Intuos Pro Large <i>PTH-860</i>	✓	✓	✓	✓	—
Cintiq 22HD <i>DTK-2200</i>	—	—	—	—	—
Cintiq Pro 24 - Pen Only <i>DTK-2420</i>	✓	✓	✓	✓	—
Cintiq 22 <i>DTK-2260</i>	✓	✓	✓	✓	—
Cintiq 22HDT - Pen & Touch <i>DTH-2200</i>	—	—	—	—	—
Cintiq Pro 24 - Pen & Touch <i>DTH-2420</i>	—	—	—	—	—
Cintiq Pro 32 - Pen & Touch <i>DTH3220</i>	✓	✓	✓	✓	—

Bridged Wacom Tablets

Bridged Wacom tablets are supported only in low-latency environments. Tablets in network environments with greater than 25ms latency will show reduced responsiveness and are not recommended.

The following Wacom tablet models have been tested and are supported on a PCoIP Software Client for Mac.

PCoIP client support for *bridged* Wacom tablets and the Software Client for Mac

	PCoIP Standard Agent for Linux	PCoIP Graphics Agent for Linux	PCoIP Standard Agent for Windows	PCoIP Graphics Agent for Windows	PCoIP Remote Workstation Card
Intuos Pro Small <i>PTH-460</i>	✓	✓	✓	✓	—
Intuos Pro Medium <i>PTH-660</i>	✓	✓	✓	✓	—
Intuos Pro Large <i>PTH-860</i>	✓	✓	✓	✓	—
Cintiq 22HD <i>DTK-2200</i>	✓	✓	✓	✓	—
Cintiq Pro 24 <i>DTK-2420</i>	✓	✓	✓	✓	—
Cintiq 22HDT - Pen & Touch <i>DTH-2200</i>	✓	✓	✓	✓	—
Cintiq Pro 24 - Pen & Touch <i>DTH-2420</i>	✓	✓	✓	✓	—
Cintiq Pro 32 - Pen & Touch <i>DTH3220</i>	✓	✓	✓	✓	—

Known Issues with Wacom Tablets and Functionality

Whilst testing and developing the compatibility of HP Anyware with different Wacom tablets, certain performance issues arise. The following is a list of the current known issues with certain Wacom tablets:

- The touch feature does not work on any supported device for both bridged and locally terminated devices across all platforms.
- ExpressKey Remote does not work on the Wacom Cintiq Pro 32 (DTH-3220). You should still remote to this device when remoting to the Wacom tablet.
- There are cursor limitations when working with the Wacom Cintiq 22HD (DTK-2200) and Wacom Cintiq Pro 24 (DTK-2420) for both bridged and locally terminated devices across all platforms.
- There is a issue with the control buttons on the Wacom Cintiq Pro 32 (DTH-3220) device. The buttons do not function on locally terminated devices across all platforms.

Cintiq 22HD Wacom Driver

The Cintiq 22HD may require the Wacom driver to be installed on both the PCoIP Agent and PCoIP Client. The driver version on the PCoIP Agent must be 6.3.32-4. The driver on the PCoIP Client must be the latest version available.

USB Device Pressure Sensitivity

The PCoIP Software Client for macOS may encounter issues with Wacom pressure sensitivity. This is as a USB handling restriction on macOS Catalina. It occurs when you want to load the USB Kernel Extension at session start up. For information on how to address this issue, see [here](#).

Wacom Cintiq Pro 32 Tablet Selection

The Wacom Cintiq Pro 32 shows up as multiple devices in the USB menu. You should remote the following USB devices as outlined in the image below to remote to this Wacom tablet:

- ExpressKey Remote
- Cintiq Pro 32 Touch
- Wacom Cintiq Pro 32

Session API

How to Establish a PCoIP Session

Brokered Session Connection

If you are using a brokered session, this is handled by the broker libraries automatically.

Before you can establish a PCoIP session with a host desktop, gather the following host desktop details:

- IP address
- Port number
- Session ID
- Server name indication (SNI)
- Connection tag

This information can then be passed to the provided in-session client to establish a PCoIP session programmatically. See the example code for specific call syntax. In terms of programming interface, there are two ways that the connection and security information can be presented to

`PCoIPClient.app`:

Pass the pieces of information individually to the executable. The following command invokes `PCoIPClient.app` to establish a PCoIP session and passes the connection and session information as parameters, where:

- **Connection tag:**

```
SCS1WsopFJ3iz1l48PTJMXFkcD4b6M9aiakHXH3e1lLhUR0BceWAifSSn%2b4AV1FC  
8IihWVmsISmYFKeA25AtzFrdMpdaCtqliC0zfxAA
```

- **IP address:** 10.64.60.115

- **Log ID:** a1ff3a80-8801-1038-19bd-0005680aded

- **Session ID:** 2305843009213693961

```
open -a PCoIPClient.app --args -i connect-tag=  
SCS1WsopFJ3iz1l48PTJMXFkcD4b6M9aiakHXH3e1lLhUR0BceWAifSSn%2b4AV1FC  
8IihWVmsISmYFKeA25AtzFrdMpdaCtqliC0zfxAA address=10.64.60.115  
session-id=2305843009213693961  
log-id=a1ff3a80-8801-1038-a9bd-00505680aded
```

Encode all information into a string container (URI) and then pass to the executable. The following command invokes `pcoip-client` to establish a PCoIP session and passes the connection tag as a parameter and a URI encapsulating the IP address and Session ID in a string container, where:

- **Connection tag:**

```
SCS1WsopFJ3iz1l48PTJMXFkcD4b6M9aiakHXH3e1lLhUR0BceWAifSSn%2b4AV1FC  
8IihWVmsISmYFKeA25AtzFrdMpdaCtqliC0zfxAA
```

- **URI:** "teradici-pcoip://10.64.60.115:4172?sessionid=230584300921369396"

URI Format Documentation

There is a document describing the URI format in the root of the SDK.

```
open -a PCoIPClient.app --args -i connect-tag=  
SCS1WsopFJ3iz1l48PTJMXFkcD4b6M9aiakHXH3e1lLhUR0BceWAifSSn%2b4A  
V1FC8IihWVmsISmYFKeA25AtzFrdMpdaCtqliC0zfxAA "teradicipcoip://  
10.64.60.115:4172?session-id=230584300921369396"
```

PCoIP Session-Creation Steps and Actors

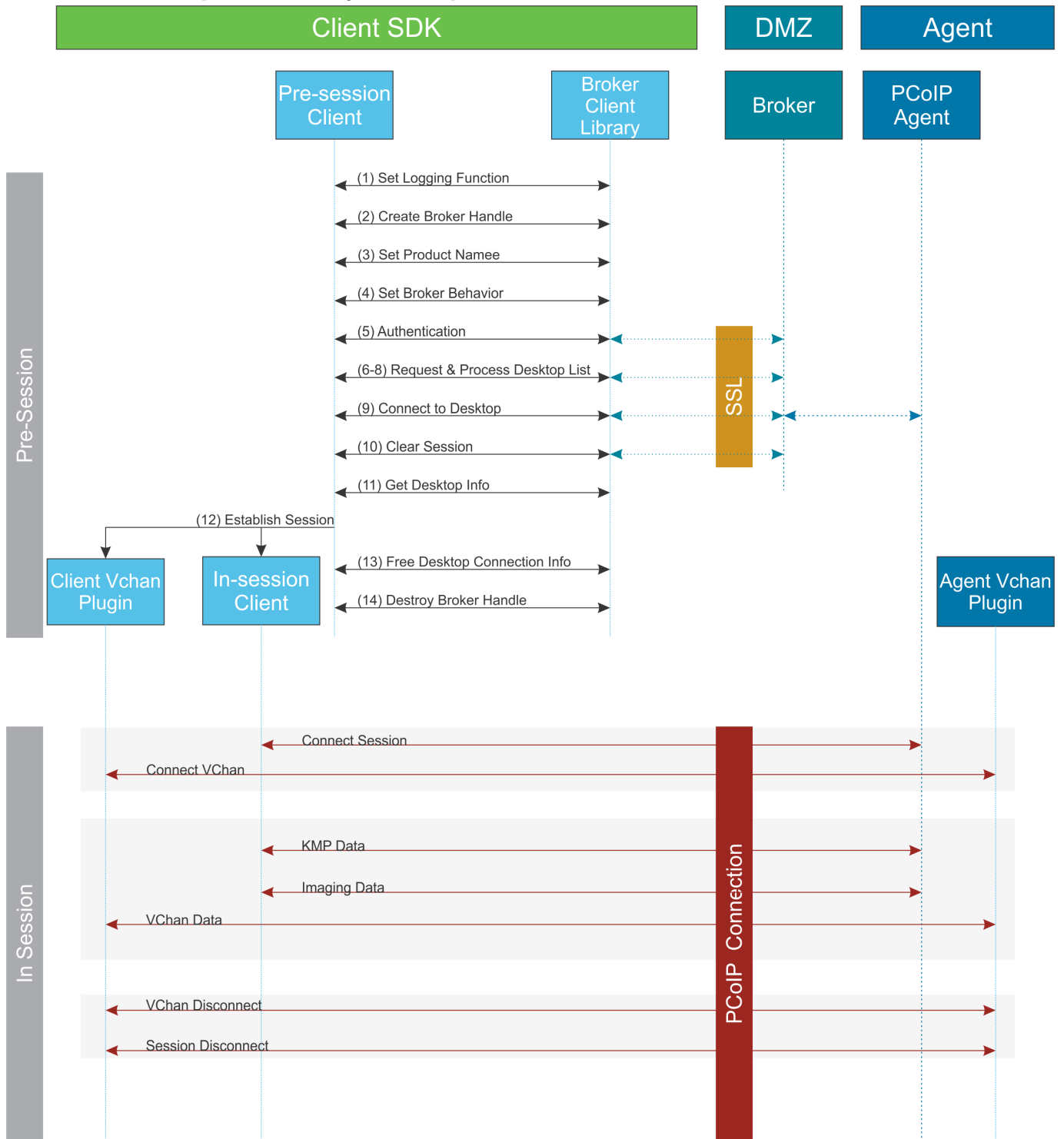
The steps indicated below are used and documented in the bundled sample code. Refer to the code for specific function calls, expected return values and error-handling requirements. The example C++ code can be found in the SDK package located here:

```
pcoip_client_sdk_session/modules/broker_client_example/src/broker_client_example_main.c
```

Direct (non-brokered) connections

When there is no PCoIP broker in a system, as in direct connections, the PCoIP agent acts as its own broker. Clients make the same calls to the Broker Client Library whether there is a PCoIP broker inline or not.

PCoIP Session Sequence used by the Sample Client



Each of these steps is used in the sample code, with a comment identifying the step number.

Custom Log Implementations

You can design and implement your own logging functionality, so long as it follows the same callback signature of the log function template that is required by the PCoIP Client SDK API.

1. **Set a logging function** The `broker_client_library` requires users to provide a log function as part of the logging mechanism. A log function template is provided in the example code.
2. **Create a broker handle** Create a handle for the broker instance.
3. **Set client information** This information identifies your client to the broker. It should include the client name, client version, and client platform.
4. **Set broker address and behavior on unverified certification** This step identifies the address of the broker you want to connect to, and specifies error handling in the event the broker identity cannot be verified.
5. **Authentication between the broker and the client** This step requests an authentication method from the broker, and then submits the user's authentication information to the broker using the supplied authentication method. The client must implement all the authentication methods required by the broker.
6. **Request desktop list** Once the client is successfully authenticated by the broker, request a list of host servers (desktops) that the authenticated user is allowed to access.
7. **Retrieve desktop info** Loop through each desktop in the list acquired in step 6, requesting the name and ID of each desktop.
8. **Process the desktop list** Perform any processing required on the desktop list, and provide it to the user interface for selection.

Desktop Selection Presentation Customization

At this stage, you can also customize the dialogue and interface the user will use to select a desktop.

9. **Connect to selected host server** This step asks the broker to set up the PCoIP session. The broker then contacts the agent, which supplies the necessary information (most notably the session tag) the client will need to establish the connection later. The PCoIP session is not established yet at this stage.
10. **Clear session with broker** On a successful connection, clear the broker session. This effectively disconnects the client from the broker.
11. **Get desktop connection information and launch the session** Request the connection and security properties from the desktop (for example, its IP address, its port number, or a session ID), and handle errors if any of the required properties are not returned.

12. **Proceed with established session** This step invokes `pcoip-client`, and implements the actual PCoIP connection. For specific instructions regarding establishing PCoIP connections, see [How to Establish a PCoIP Session](#).
13. **Free desktop connection information** When the in-session client has been invoked, dispose of the collected desktop information.
14. **Destroy the broker client handle** Destroy the broker handle.

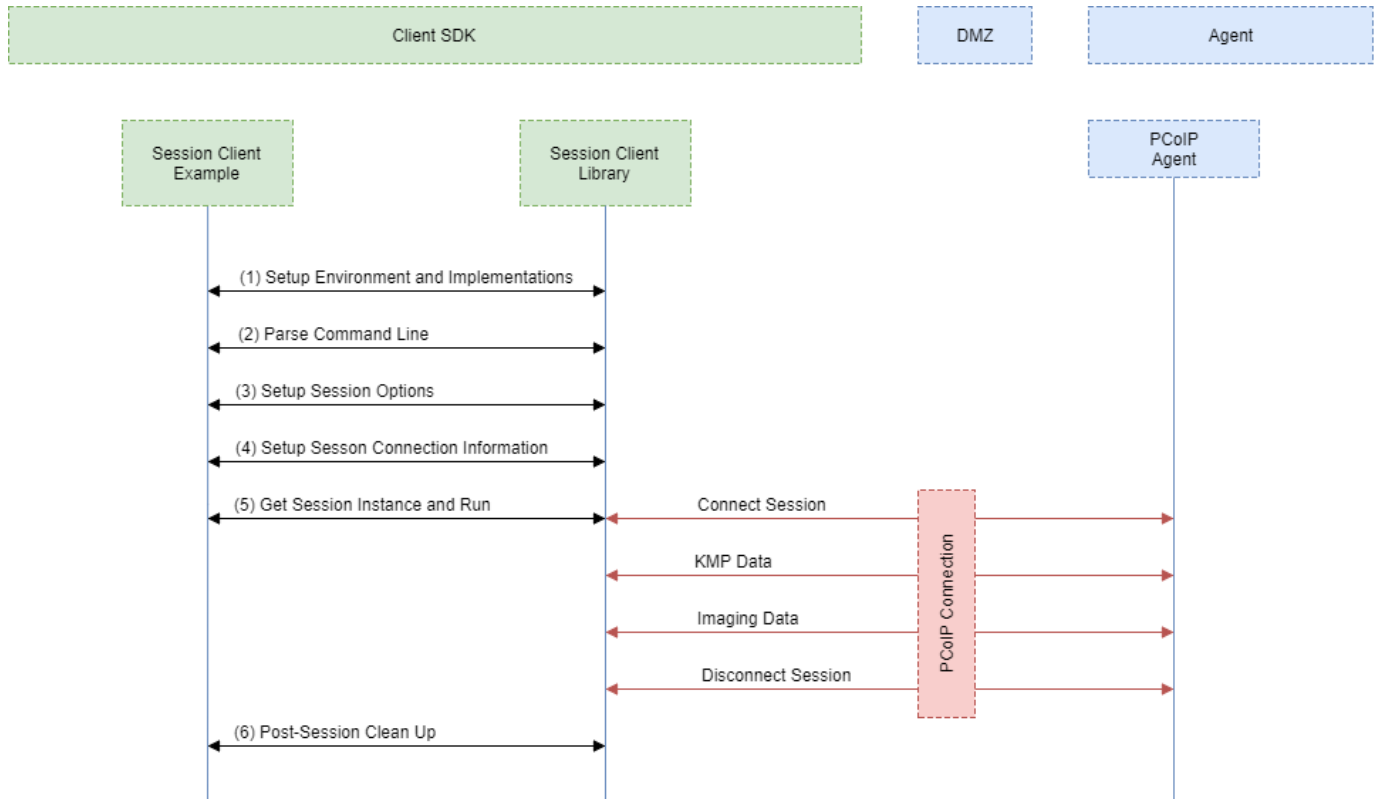
Passing Customization Parameters to the Session Client

When using the `l` parameter to automatically pass session information to the session client, you can pass additional session client parameters by enclosing them in double quotes. This enables you to demonstrate session client functionality without racing to build a command line string within the session client's 60-second window. For example, to invoke the session client with the menu bar disabled, type:

```
./broker_client_example.app/Contents/MacOS/broker_client_example -i  
login_info.txt -l "disable-menubar"
```


Using the Client Session API

Use of the Client Session C++ API is demonstrated in `[path to SDK]/sdk/usr/lib/examples/client_session_example_client_session_main.cpp`. It includes the steps outlined in the diagram below:



PCoIP Session Client API Sequence Diagram

Each of these steps is used by the Session Client API, with a comment identifying the step number:

1. **Setup Environment and Implementations:** Os specific initialization. Instantiate a Configuration Provider object.
2. **Parse Command Line:** Define and parse supported command line parameters.
3. **Setup Session Options:** Validate the options passed via the command line and setup the Configuration Provider object accordingly.
4. **Setup Session Connection Information:** Pack the session parameter, received via the command line, into the structures required by the API.
5. **Get Session Instance and Run::** Obtain the main session object, set the Configuration Provider and run the session. The run call blocks until the session is terminated.
6. **Post-Session Clean-up:** Performs any post-session shutdown processing.

Creating a Branding Text Layout File

The layout file format used to customize the session client is an UTF-8 XML text file. The layout schema is a top-level `<pcoip-client-branding/>` element with a version attribute describing the schema version, and containing the required elements described next:

```
<pcoip-client-branding version="1.0">  
...  
</pcoip-client-branding>
```

The available elements are outlined in the following table:

Parent Element	Child Element	Description
<code><app-name></code>		Required! The name of your custom session client. This will be used as the application window file.
<code><app-icon></code>		Required! The file name of your application icon. In Windows, this appears in the Windows toolbar and the window header.
<code><toolbar-menu></code>		Required! Describes the text labels used in OS toolbar menu's.
	<code><about-item></code>	The text label for the <i>About...</i> menu item. Optional. Without this field, there will not be an <i>About</i> menu item.
	<code><quit-item></code>	The text label for the <i>Quit...</i> menu item. Optional. Without this field, you will not have a <i>Quit</i> menu item.
<code><about></code>		Required! Describes the contents of the <i>About...</i> dialog. Must have the following required attributes: title (<i>string</i>): The dialog text and minWidth (<i>number</i>): The minimum pixel width of the dialog. For example: <code><about title="My Custom Client" minWidth="100"></code>
	<code><line></code>	Describes a line of text in the dialog. All lines are optional, but the <i>About</i> window will be empty unless you provide at least one. <code><line></code> accepts the following attributes: align (<i>string keyword</i>): The text alignment; for example, "center". This alignment applies to all child elements of the line. Lines can be self-closed to create a blank line (). <code><line></code> can contain the following elements: <code><logo></code> contains a filename for a logo or other graphic element: <code><logo>about_logo.png</logo></code> . <code><text></code> contains the display text for each line: <code><text>This text is displayed on the line.</text></code> . <code><hyperlink></code> takes a url parameter and creates a working hyperlink: <code><hyperlink url="www.teradici.com">Teradici</hyperlink></code> .

A full text layout file looks like this:

```
<?xml version="1.0" encoding="UTF-8"?>
<pcoip-client-branding version="1.0">
<app-name>My Custom Client</app-name>
<app-icon>app_icon.png</app-icon>
<toolbar-menu>
<about-item>About My Custom Client</about-item>
<quit-item>Quit My Custom Client</quit-item>
</toolbar-menu>
<about title="About My Custom PCoIP Client" minWidth="0">
<line align="center"><logo>about_logo.jpg</logo></line>
<line />
<line align="center"><text>My PCoIP Client</text></line>
<line align="center"><text>Version 0.0.0</text></line>
<line align="center"><text>© Copyright 2016 My
Corporation</text></line>
<line align="center">
<hyperlink url="www.my-company.com">My company</hyperlink>
</line>
<line />
<line align="center">
<text>For help, click here: </text>
<hyperlink url="www.google.com">Google</hyperlink>
</line>
</about>
</pcoip-client-branding>
```

Creating a Branding Package

In order to customize your session client, you must create a client branding package using the Teradici Custom Branding Package Utility. The Teradici Custom Branding Package Utility is located in the following location:

- **macOS clients:** "path-to-unzipped-sdk-package"/sdk/usr/bin/TeradiciBrandingPackageUtility

To create a custom branding package:

1. Create a product icon as a png file at 128px x 128px.
2. Create a company logo as a png file at any size.
3. Create a text layout file describing the customized UI element strings and dialog content.
4. Create the branding package with `TeradiciBrandingPackageUtility`.

```
TeradiciBrandingPackageUtility -x my_custom_branding.txt -i  
my_custom_icon.png my_custom_logo.png -o my_custom_branding.bp
```

The system will respond with the output file and hash:

```
Output file: my_custom_branding.bp  
Hash:cbc3fd3c6d001a1e1f06342bcccf2a62bd748c3cf1dd2e4c9c29561ea07bd089
```

5. Note the output file name and the hash value. These will be passed to `pcoip_client`.

Using the Branding Package

Once you have created the branding package, it can be used by the session client. The pre-session client is responsible for verifying the package and passing it to the session client executable.

To use the branding package:

1. Verify the branding package signature.
2. Call the session client executable and pass the branding package name and hash using the parameters `-branding-package` and `-branding-hash`.

For example (one command):

```
open /Applications/PCoIPClient.app -branding-package my_custom_
branding.bp
-branding-hash
cbc3fd3c6d001a1e1f06342bccccf2a62bd748c3cf1dd2e4c9c29561ea07bd089
<other-params>
```

Limits on Customization

The macOS has elements which are part of the operating system user interface and cannot be modified programmatically, as described in the following sections.

macOS Limitations

The following run-time limitations are enforced by macOS on the application menu (beside the menu apple icon menu):

- The menu title cannot be altered. The menu title will be **PCoIP Client**.
- The *Hide...* menu item label cannot be altered. The menu item will be **Hide PCoIP Client**.
- The *Quit...* menu item label cannot be altered. The menu item will be **Quit PCoIP Client**.

The session client will also appear as **PCoIP Client** in the *Force Quit* dialog.

Bypassing run-time Configuration Limitations

The limitations described here are enforced at run time. It is possible to bypass these restrictions by editing the `plist` file. Modifying this file will invalidate the Teradici signature.

macOS 10.12 Application Support

In order to enable branding packages in macOS 10.12, you must remove the quarantine bit from all files in the session SDK package. If you To remove the quarantine bit, open a terminal and type:

```
xattr -dr com.apple.quarantine <PATH_TO_SDK_FOLDER>
```


Broker API

The Broker Client API Example

The included sample broker client demonstrates how the APIs can be used to customize and control the pre-session and session phases of the connection. The Broker Client API is a two-step procedure, where as a first step, the Broker Client Example is built. The second step consists of running either a prebuilt PCoIP binary, or a prebuilt AWS binary.

Finding the Latest Information

While we make every attempt to keep this topic current, the README.md file available as a part of the Broker Client example contains the latest information.

Code is an API Demonstration Only

The sample session client, described in the following sections, demonstrates a simple connection scenario using the supplied `broker_client_library`. The example unrealistically assumes that all requests and calls succeed as expected, and performs only basic error handling. An actual client implementation is likely to be far more complex; for example, you will need to handle failed broker certificate verification, account for other authentication steps beyond a simple user ID and password combination, and any other circumstances dictated by your system requirements.

The Broker Client API Example Sequence

This section describes how the Broker Client API example implements the PCoIP session sequence. It also provides an overview of invoking and using the executable session client.

Custom Broker Client Library Implementations

PCoIP clients interact with PCoIP-compatible brokers and PCoIP agents using an abstraction layer called a **broker client library**. The following example uses the supplied broker client library. You may, however, choose to write your own broker client library to meet specific requirements, or use a thirdparty broker library which does not use the PCoIP Broker Protocol. Refer to the [PCoIP® Connection Broker Protocol Specification](#) for details on how to design and implement your own connection broker.

Building the Broker Client Example from the src Folder

1. From the `root` folder inside `PCoIPSoftClientSDK`, use the `cd` command to change directory to the `src` folder of the Broker Client example: `cd ~/Documents/PCoIPSoftClientSDK/Examples/broker_client_example/src`
2. Create a build directory by running the following command: `mkdir build`
3. Change the directory to `build` by running the following command: `cd build`
4. Configure the SDK example by running the following command: `cmake -G Xcode ..`
5. Build the example by running the following command: `cmake --build . --config RelWithDebInfo`

Custom Broker Client Library Implementations

This procedure creates `broker_client_example.app` and `broker_client_example_aws.app` in the `RelWithDebInfo` folder, making the following executables available:

- `./RelWithDebInfo/broker_client_example.app/Contents/MacOS/broker_client_example`
- `./RelWithDebInfo/broker_client_example_aws.app/Contents/MacOS/broker_client_example_aws`

Running the Prebuilt PCoIP Client Binary

This example uses the supplied credentials to first establish a PCoIP session and then launch the PCoIP Software Client. The PCoIP Software Client thus launched, then connects to the remote agent.

Location of the login_info File

The `login_info.txt` file is available in the following location: `~/Documents/PCoIPSoftClientSDK/Examples/broker_client_example/bin`

1. Install the [latest PCoIP Software Client](#). For more information see the topic "Installing the PCoIP Software Client for macOS" in the [Administrators Guide](#).
2. Download the [latest MacOS SDK](#).
3. To install the SDK, open the `.dmg` file, and drag the `PCoIPSoftClientSDK` folder to your **Documents** folder (or another location of your preference).
4. Open the `login_info.txt` file.
5. Add the remote PCoIP agent credentials in the format "FQDN domain username password hostname", where,
 - ``FQDN``: The address of an HP Anyware broker.
 - ``domain``: The domain that the host machine is on.
 - ``username``: The username of the account you are connecting to.
 - ``password``: The plain text password of the account you are connecting to. The password cannot contain spaces.

Example:

```
desktop.example.com adomain.local foouser barpassword bazmacpro01
```

1. Launch the example from a Terminal session:

```
cd ~/Documents/PCoIPSoftClientSDK/Examples/broker_client_example/bin/  
broker_client_example.app/Contents/MacOS  
  
killall PCoIPClient  
  
./broker_client_example -l -i ~/Documents/PCoIPSoftClientSDK/Examples/  
broker_client_example/bin/login_info.txt
```

Running the Prebuilt AWS Example Binary

This topic contains instructions for running the AWS example binary that is packaged along with the Client SDK. The example uses credentials that you provide to first establish a PCoIP session and then launch the PCoIP Software Client. The PCoIP Software Client thus launched, then connects to the remote agent.

Location of the login_info_aws File

The `login_info_aws.txt` file can be found in the following location: `~/Documents/PCoIPSoftClientSDK/Examples/broker_client_example/bin`

1. Install the [latest PCoIP Software Client](#). For more information see topic "Installing the PCoIP Software Client for macOS" in the [Administrators Guide](#).
2. Download the [latest MacOS SDK](#).
3. To install the SDK, open the `.dmg` file, and drag the `PCoIPSoftClientSDK` folder to your Documents folder (or another location of your preference).
4. Open the `login_info_aws.txt` file.
5. Add the remote Amazon WorkSpace credentials in the format "aws_registration_code domain username password token_or_password resource_name", where,
 - `aws_registration_code`: The registration code for Amazon WorkSpace.
 - `domain`: The domain that the host machine is on.
 - `username`: The username of the account you are connecting to.
 - `password`: The plain text password of the account you are connecting to. The password cannot contain spaces.
 - `token_or_password`: The authentication token or password.
 - `resource_name`: The name of the resource to connect to.

Example:

```
eNgrTX$xa adomain.local foouser barpassword  
75539285075371469148082720109113041434163396974558736008282251461494906419802726  
aws57864x1
```

1. Launch the example from a Terminal session:

```
cd ~/Documents/PCoIPSoftClientSDK/Examples/broker_client_example/bin/  
broker_client_example_aws.app/Contents/MacOS  
  
killall PCoIPClient  
  
./broker_client_example_aws -l -i ~/Documents/PCoIPSoftClientSDK/  
Examples/broker_client_example/bin/login_info_aws.txt
```

Using the Broker Client Example

The SDK provides a sample command line pre-session client called broker client example. This would enable you to call the included broker client libraries and establish a PCoIP connection. The broker client example demonstrates the success path for establishing new PCoIP sessions.

Do not Use the Broker Client Example in Production

The broker client is provided as an example only, and should not be used in production. The client does not have thorough error handling and does not validate or sanitize user input.

The sample broker client is located here:

"path-to-unzipped-sdk-package"/sdk/usr/bin/broker_client_example

The two relevant files for the broker client example are:

- `broker_client_example`
- `login_info.txt`

The `broker_client_example` executable is the sample command-line client; the `login_info` text file contains authentication information used by the client.

About `login_info.txt`

The broker client example uses a small local text file to supply session input values. The following is a sample `login_info.txt` file (one line):

```
sal-w2k8-ch605.autolab.local autolab autorunner "mypassword" sal-w2k8-ch605
```

In the example above:

- The **FQDN** of the host server is `sal-w2k8-ch605.autolab.local`
- The **domain** is `autolab`
- The **user** is `autorunner`
- The **password** is `mypassword`
- The **host name** is `sal-w2k8-ch605`

Remote sessions established by `broker_client_example` are exactly the same as sessions established using the PCoIP software client, except that the input values are provided by `login_info.txt` instead of the client's user interface.

Initiate Broker Connection Flow

To initiate the broker connection with the broker client example, set up your `login_info.txt` file and then call `broker_client_example` using `login_info.txt` as an argument.

To initiate the broker connection using the broker client example:

1. Open `login_info.txt` in a text editor.
2. Add the following information, in this order, separated by spaces:
 - The **FQDN** of the host server
 - The server **domain**
 - The **user name**
 - The **user password**
 - The **host name**
3. Save the text file.
4. Open a terminal window and type: `xml`
`broker_client_example -i login_info.txt` The broker client example will display a status message similar to the one shown next:

```
Connected Successfully.
Desktop ID : sal-w7p64-sa15.autolab.local
ip_addr : 10.64.60.147
port : 4172
connect_tag:
SCS1fw0Zbk+Eu7q2iz0/M7mxfEE52au/3Jedtgp16L/rA8iB00+Er+YJd0yIL0xd9M
v5V0CDLSDmUNkOCwyyV1+u3w1aA7hXxEWmzhAA
session_id : 2305843009213693954
sni : SAL-W7P64-SA15
URI: "teradici-pcoip://10.64.60.147:4172?sessionid=
2305843009213693954&sni=SAL-W7P64-SA15", PARAMETERS: "connect-
tag=SCS1fw0Zbk%2bEu7q2iz0%2fM7mxfEE52au%2f3Jedtgp16L%2frA8iB00%2bE
r%2bYJd0yIL0xd9Mv5V0CDLSDmUNkOCwyyV1%2bu3w1aA7hXxEWmzhAA"
```


Launching the Session Client from Broker Client Example

Use the `-l` switch (lowercase L, for launch) to have the broker client example invoke the session client. This enables you to send invoke the session client without worrying about the 60-second connect tag window.

To establish a new PCoIP connection using the `l` switch:

1. Open a command prompt and change directory to `bin`
2. Run the command line client, providing the `login_info.txt` file as an argument:

```
./broker_client_example -l -i login_info.txt
```

The Collaboration Broker Client API Example

The included sample Collaboration Broker Client demonstrates how the APIs can be used to customize and control the pre-session and session phases of the Collaboration connection. The Collaboration Broker Client API is a two-step procedure, where as a first step, the Collaboration Broker Client Example is built. The second step consists of running the prebuilt Collaboration binary.

More About the Collaboration Broker Client

The Collaboration Broker Client Example extends on the [Broker Client Example](#) to demonstrate how the Broker Client can join a collaboration session.

Code is an API Demonstration Only

The sample session client, described in the following sections, demonstrates a simple connection scenario using the supplied `broker_client_library`. The example unrealistically assumes that all requests and calls succeed as expected, and performs only basic error handling. An actual client implementation is likely to be far more complex; for example, you will need to handle failed broker certificate verification, account for other authentication steps beyond a simple user ID and password combination, and any other circumstances dictated by your system requirements.

Building the Broker Client Example from the src Folder

1. From the `root` folder inside `PCoIPSoftClientSDK`, use the `cd` command to change directory to the `src` folder of the Broker Client example: `cd ~/Documents/PCoIPSoftClientSDK/Examples/broker_client_example/src`
2. Create a build directory by running the following command: `mkdir build`
3. Change the directory to `build` by running the following command: `cd build`
4. Configure the SDK example by running the following command: `cmake -G Xcode ..`
5. Build the example by running the following command: `cmake --build . --config RelWithDebInfo`

Custom Broker Client Library Implementations

This procedure creates `broker_client_example.app` and `broker_client_example_aws.app` in the `RelWithDebInfo` folder, making the following executables available:

- `./RelWithDebInfo/broker_client_example.app/Contents/MacOS/broker_client_example`
- `./RelWithDebInfo/broker_client_example_aws.app/Contents/MacOS/broker_client_example_aws`

Running the Prebuilt Collaboration Example Binary

This topic contains instructions for running the Collaboration example binary that is packaged along with the Client SDK. The example uses credentials provided by the primary session owner to first establish a PCoIP session and then launch the PCoIP Software Client as a collaborator. The PCoIP Software Client thus launched, then connects to the remote agent.

Location of the `login_info_collaborator` File

The `login_info_collaborator.txt` file is available in the following location: `~/Documents/PCoIPSoftClientSDK/Examples/broker_client_example/bin`

1. Install the [latest PCoIP Software Client](#). For more information see topic "Installing the PCoIP Software Client for macOS" in the [Administrators Guide](#).
2. Download the [latest MacOS SDK](#).
3. To install the SDK, open the `.dmg` file, and drag the `PCoIPSoftClientSDK` folder to your Documents folder (or another location of your preference).
4. Open the `login_info_collaborator.txt` file.
5. Add the collaborator session details in the format "invite_URI collaborator_name invite_code", where,
 - ``invite_uri``: The collaboration invitation URI provided by the primary session owner.
 - ``collaborator_name``: The name of the collaborator.
 - ``invite_code``: The invitation code provided by the primary session owner.

Example:

```
pcoip://10.11.12.13/connect?  
data=eyJhbGciOiJIUzI1NiJ9.eyJSc2x1IjoiQWRtaW4iLCJpc3N1ZXIiOiJJc3N1ZXIiLCJvc2Vybn  
collaborator 123435
```

1. Launch the example from a Terminal session:

```
cd ~/Documents/PCoIPSoftClientSDK/Examples/broker_client_example/bin/  
broker_client_example_collaborator.app/Contents/MacOS  
  
killall PCoIPClient  
  
./broker_client_example_collaborator -l -i ~/Documents/  
PCoIPSoftClientSDK/Examples/broker_client_example/bin/  
login_info_collaborator.txt
```

Using the Collaboration Broker Client Example

The SDK provides a sample command line pre-session client called the Collaboration Broker Client Example, which calls the included broker client libraries and enables you to join a PCoIP collaboration session. The Collaboration Broker Client API Example demonstrates the success path for joining a PCoIP collaboration session. Collaborators can join PCoIP sessions after they receive invitation links and codes from session owners. Session owners generate invitation links and codes on remote PCoIP agent machines.

Do not Use the Broker Client Example in Production

The Collaboration Broker Client is provided as an example only, and should not be used in production. The client does not have thorough error handling and does not validate or sanitize user input.

The sample Collaboration Broker Client API is located here: ~/Documents/PCoIPSoftClientSDK/Examples/broker_client_example/bin. The following Collaboration Broker Client files are available at this location:

- broker_client_example_collaborator.exe, which is the sample command-line client
- login_info_collaborator.txt, which contains authentication information used by the client

About the login_info_collaborator.txt File

The Collaborator Broker Client API example uses a local text file to provide session input values. The following is a sample login_info_collaborator.txt file:

```
pcoip://10.11.12.13/connect?  
data=eyJhbGciOiJIUzI1NiJ9.eyJSc2x1IjoiaWQWRtaW4iLCJpc3N1ZXIiOiJJc3N1ZXIiLCJvc2Vybn  
collaborator 123435
```

In this example:

- The invitation URI is `pcoip://10.11.12.13/connect?data=eyJhbGciOiJIUzI1NiJ9eyJSb2xlIjoIQWRtaW4iLCJkc3N1ZXliOiJJc3N1ZXliLCJvc2VybmFtZSI6Ikphdm`
- The Collaborator Name is ``collaborator``.
- The Invite Code is 123435.

Collaboration Broker Client Remote Sessions

The remote sessions established by `broker_client_example_collaborator.exe` are the same as collaboration sessions established using the Anyware Software Client, except that the input values are provided by the `login_info_collaborator.txt` file instead of the PCoIP Client.

Initiating the Collaboration Broker Connection Workflow

Initiating the Collaboration Broker Connection workflow is a two-step process. As a first step, modify the `login_info_collaborator.txt` file to add the URI of the host, the collaborator's name, and the invitation code. Then, run `broker_client_example_collaborator.exe` using `login_info_collaborator.txt` as an argument. To do this, use the `-l` switch to have the Collaboration Broker Client API example invoke the collaborator session client.

More About the -l Switch

The `-l` switch enables you to invoke the Session Client API without the 60-second connect tag window.

Modifying the `login_info_collaborator.txt` File

1. Open the `login_info_collaborator.txt` file in a text editor.
2. Add the following information, in this sequence, separated by spaces:
 - The URI of the host server
 - The Collaborator Name
 - The Invite Code
1. Save the text file.

Launching the Collaborator Session Client

1. Open Command Prompt.
2. Use the `cd` command to change the directory to `bin`.

3. Run the following command, providing the login_info_collaborator.txt file as an argument:

```
./broker_client_example_collaborator.app/Contents/MacOS/  
broker_client_example_collaborator -l -i login_info_collaborator.txt
```


Linking the SDK for Mac

Linking the SDK for macOS

This section includes instructions for linking the SDK libraries with your custom client application:

1. Open a Terminal window and change directory to the root of the mounted SDK disk image.
2. Copy the SDK files to desired location for SDK development, referred to as `<sdk_location>` below.

CMake modules location

The CMake modules for finding the libraries within the package are located inside the SDK framework /`<sdk_location>/PCoIPSoftClientSDK/Resources/CMake`. The required libraries are namespaced by `PCoIPSoftClientSDK`.

3. To use the core APIs use the following commands on your applications CMake file for linking your application to the libraries that are needed from the SDK.

```
list(APPEND_CMAKE_PREFIX_PATH " /<sdk_location>/PCoIPSoftClientSDK/Resources/  
CMake")  
  
find_package(PCoIPSoftClientSDK REQUIRED)
```

4. Use the following command to link your application to the core library using the `CMake` command, replacing `<your_application>` with your own application name:

```
target_link_libraries(<your_application> PRIVATE  
PCoIPSoftClientSDK::pcoip_core )
```

You can link to any other required libraries similarly by appending it to the above command.

Setting Up a PCoIP Agent Test Environment

Before developing your custom client, you should set up a working PCoIP system. Teradici recommends establishing a small proof-of-concept system for custom client testing, consisting of a host machine with an installed PCoIP agent.

License Requirement

Before using your test environment, you must install a PCoIP agent development license on the host machine. You received a license when you subscribed to a HP Anyware solution, specifically Cloud Access or Cloud Access Plus. If you do not have a license, obtain one from Teradici before proceeding.

To establish a working proof-of-concept test system:

PCoIP System Architecture Reference

For details about proof-of-concept deployments, including supported PCoIP agents, environments, and operating systems, see [HP Anyware Architecture Guide](#).

1. Establish your host virtual machine and determine the PCoIP agent that best fits your actual PCoIP environment.
2. Install the PCoIP agent on the host machine. For PCoIP agent installation instructions, refer to the appropriate administrators' guide:
 - [PCoIP Standard Agent for Windows Guide](#)
 - [PCoIP Graphics Agent for Windows Guide](#)
 - [PCoIP Standard Agent for Linux Guide](#)
 - [PCoIP Graphics Agent for Linux Guide](#)
3. Install your agent license on the host machine. For license installation instructions, see the Administrators' Guide for your host machines PCoIP agent.

Connecting To Your PCoIP Agent

Once your test system is set up, you can establish PCoIP connections to it using Teradici PCoIP Software Clients. For environment testing and troubleshooting purposes, the Teradici PCoIP Software Client is available here:

- [Teradici PCoIP Software Client for Mac](#)

Establishing a PCoIP Connection Using a Teradici PCoIP Software Client

To test your development environment, make a direct (unbrokered) connection to your development host using a Teradici Software Client. If you are able to connect using a Teradici software client, your host is correctly configured. The following illustrations show examples of the pre-session phases using a Teradici software client:

Pre-Session Connection

The user of the PCoIP Client requests the PCoIP Agent by providing the FQDN of the remote workstation where the PCoIP Agent has been installed. Requesting Connection to PCoIP Agent

The user of the PCoIP client is then authenticated. If authentication is successful, a PCoIP session will be launched. PCoIP Session is launched

Extensions

PCoIP Support Bundler Tool

Teradici may request a support file from your system to help troubleshoot and diagnose PCoIP issues.

Customizable Script

This script can be customized, in the case where the log files are located in a different location the script should be updated appropriately.

To create a support file:

1. Open a terminal window.
2. Launch the support bundler:

```
/Applications/PCoIPClient.app/Contents/Resources/pcoip-client-support-bundler
```

The file will be created and placed in the user's home directory.

Manually Bridging USB Devices

If you need to support more than 20 USB devices, or if you expect your users to control which devices can be bridged, they can be manually added by opening the client's *USB Devices* menu and enabling them.

Required Entitlement

As of version 23.04, the macOS PCoIP Soft Client SDK USB solution leverages the [IOUSBHost](#) framework under the hood to claim and release USB devices. However, for the macOS PCoIP Soft Client SDK to capture or release USB devices, either of the following conditions must be met:

- The macOS PCoIP Soft Client SDK is running as root user
- The macOS PCoIP Soft Client SDK is granted the `[com.apple.vm.device-access]`(https://developer.apple.com/documentation/bundleresources/entitlements/com_apple_vm_device-access?language=objc) entitlement

Obtaining the `com.apple.vm.device-access` Entitlement

The `com.apple.vm.device-access` entitlement can be requested directly from the Apple Support Team by submitting a Technical Support Incident.

To set up a provisioning profile:

1. Ensure that the `com.apple.vm.device-access` entitlement has been granted.
2. In your Apple Developer account, create an app identifier for this app. For example, "com.myorganization.usbsessionexample".
3. Create a **Development** provisioning profile, and enable the `com.apple.vm.device-access` capability. This capability is associated to the app identifier you created in step 2. An example name of the provisioning profile is "com.myorganization.usb-session-example".

Frequently Asked Questions

Frequently Asked Questions

The following are answers to commonly asked questions when contemplating how to develop custom PCoIP Clients using the Teradici PCoIP Client SDK.

Q: Can I brand the pre-session client with my company logo and colors?

A: Yes. Your Teradici Cloud Access Platform agreement will contain detailed information about corporate logos. Follow the Teradici branding guide for including the PCoIP trademark in your final design.

Q: Are there guidelines for using the Teradici and PCoIP Brand?

A: Yes. Refer to <http://www.teradici.com/docs/brand-guide> for details.

Q: Does the SDK support localization?

A: Yes. In pre-session you have complete flexibility to create clients that incorporate customizations. In-session, you can use the `locale` parameter to pass a locale to `ClientSession`.

Q: Does my client need Teradici licenses to operate?

A: The client itself does not need a license to operate, but the PCoIP agents that it connects to do require licenses. License handling is performed by the PCoIP Broker or PCoIP agent, depending on the connection type. It is not handled by the client.

Q: How can I add additional functionality to my PCoIP Client?

A: If you have requirements that go beyond the default capabilities of the Client SDK, you can integrate the PCoIP Virtual Channel SDK. The Virtual Channel SDK gives you the ability to create custom PCoIP Virtual Channel plugins which stream data between clients and hosts.

Q: Will my client work with all PCoIP agents?

A: Yes. The PCoIP protocol works with Cloud Access and Cloud Access Plus.

Q: What support options are available for the Client SDK?

A: Teradici offers Developer Support and Professional Services options for SDKs and APIs. Please contact your Teradici account manager for details.