

# PCoIP Client SDK for macOS Developers' Guide

**23.08**

# Table of Contents

<a href="#">Anywhere Client SDK for macOS 23.08</a>	<a href="#">6</a>
<a href="#">Supported Platforms</a>	<a href="#">6</a>
<a href="#">What Can You Build With the Anyware Client SDK?</a>	<a href="#">6</a>
<a href="#">Who Should Read This Guide?</a>	<a href="#">7</a>
<a href="#">Developing with the Session API and Core API</a>	<a href="#">8</a>
<a href="#">What's New in This Release?</a>	<a href="#">9</a>
<a href="#">System Requirements</a>	<a href="#">10</a>
<a href="#">Hardware System Requirements</a>	<a href="#">11</a>
<a href="#">SDK Header Files</a>	<a href="#">12</a>
<a href="#">PCoIP Sessions</a>	<a href="#">16</a>
<a href="#">About PCoIP Sessions</a>	<a href="#">16</a>
<a href="#">System Actors</a>	<a href="#">16</a>
<a href="#">PCoIP Session Phases</a>	<a href="#">18</a>
<a href="#">About Brokered and Non-Brokered Connections</a>	<a href="#">19</a>
<a href="#">Feature Support</a>	<a href="#">20</a>
<a href="#">Connecting to a USB Device</a>	<a href="#">20</a>
<a href="#">Disconnecting a Session</a>	<a href="#">23</a>
<a href="#">Session Reconnection</a>	<a href="#">23</a>
<a href="#">Changing the Anyware Software Client Window Mode</a>	<a href="#">24</a>
<a href="#">Activating Full Screen Modes</a>	<a href="#">24</a>
<a href="#">Miminizing the Anyware Software Client from a Full-screen Mode</a>	<a href="#">25</a>
<a href="#">Activating Windowed Mode</a>	<a href="#">25</a>
<a href="#">Enhanced Audio and Video Synchronization</a>	<a href="#">26</a>
<a href="#">Sending a Ctrl-Alt-Del Command</a>	<a href="#">27</a>
<a href="#">Changing the Language</a>	<a href="#">28</a>

<a href="#">PCoIP Ultra</a>	<a href="#">29</a>
<a href="#">PCoIP Ultra Enhancements</a>	<a href="#">29</a>
<a href="#">Requirements</a>	<a href="#">30</a>
<a href="#">Enabling PCoIP Ultra</a>	<a href="#">30</a>
<a href="#">Customizable Session Features</a>	<a href="#">32</a>
<a href="#">Disable Session Menu Bar Visibility</a>	<a href="#">33</a>
<a href="#">Disable Hot Keys</a>	<a href="#">33</a>
<a href="#">Windowed or Fullscreen Mode</a>	<a href="#">33</a>
<a href="#">Set Host Resolution</a>	<a href="#">33</a>
<a href="#">Custom Client Branding</a>	<a href="#">33</a>
<a href="#">Image Scaling</a>	<a href="#">34</a>
<a href="#">Maintain Aspect Ratio</a>	<a href="#">34</a>
<a href="#">USB Auto-Forward</a>	<a href="#">35</a>
<a href="#">USB Vendor ID/Product ID Auto-Forward</a>	<a href="#">35</a>
<a href="#">Disable USB</a>	<a href="#">35</a>
<a href="#">Locale</a>	<a href="#">35</a>
<a href="#">Session Log-ID</a>	<a href="#">36</a>
<a href="#">Log Level</a>	<a href="#">37</a>
<a href="#">Log Folder</a>	<a href="#">37</a>
<a href="#">Log Prefix</a>	<a href="#">37</a>
<a href="#">Force Native Resolution</a>	<a href="#">37</a>
<a href="#">Branding Your Session Client</a>	<a href="#">38</a>
<a href="#">Supporting USB Devices</a>	<a href="#">39</a>
<a href="#">Remote USB Device Support</a>	<a href="#">39</a>
<a href="#">System Precedence</a>	<a href="#">40</a>
<a href="#">Mapping Function Keys</a>	<a href="#">42</a>
<a href="#">Adding a Custom Logo</a>	<a href="#">43</a>
<a href="#">HID Local Termination Blacklist</a>	<a href="#">44</a>

<a href="#">Client Session Customization</a>	<a href="#">45</a>
<a href="#">How to Establish a PCoIP Session</a>	<a href="#">45</a>
<a href="#">PCoIP Session-Creation Steps and Actors</a>	<a href="#">47</a>
<a href="#">Passing Customization Parameters to the Session Client</a>	<a href="#">52</a>
<a href="#">Creating a Branding Text Layout File</a>	<a href="#">53</a>
<a href="#">Creating a Branding Package</a>	<a href="#">56</a>
<a href="#">Using the Branding Package</a>	<a href="#">57</a>
<a href="#">Limits on Customization</a>	<a href="#">58</a>
<a href="#">macOS Limitations</a>	<a href="#">58</a>
<a href="#">Core API</a>	<a href="#">59</a>
<a href="#">Core API Change Log</a>	<a href="#">59</a>
<a href="#">20.10</a>	<a href="#">59</a>
<a href="#">20.07</a>	<a href="#">60</a>
<a href="#">20.04</a>	<a href="#">60</a>
<a href="#">20.01</a>	<a href="#">60</a>
<a href="#">19.11</a>	<a href="#">61</a>
<a href="#">19.08</a>	<a href="#">61</a>
<a href="#">PCoIP Core Library Integration</a>	<a href="#">62</a>
<a href="#">PCoIP Core API</a>	<a href="#">62</a>
<a href="#">Setting Up the Development Environment</a>	<a href="#">65</a>
<a href="#">Updating SDK Components</a>	<a href="#">66</a>
<a href="#">Broker API</a>	<a href="#">67</a>
<a href="#">The Broker Client API Example</a>	<a href="#">67</a>
<a href="#">The Broker Client API Example Sequence</a>	<a href="#">67</a>
<a href="#">Building the Broker Client Example from the src Folder</a>	<a href="#">68</a>
<a href="#">Running the Prebuilt Anyware Client Binary</a>	<a href="#">69</a>
<a href="#">Running the Prebuilt AWS Example Binary</a>	<a href="#">71</a>
<a href="#">Using the Broker Client Example</a>	<a href="#">73</a>

<a href="#">Initiating the Broker Connection Flow</a>	<a href="#">75</a>
<a href="#">Launching the Session Client from the Broker Client Example</a>	<a href="#">76</a>
<a href="#">The Collaboration Broker Client API Example</a>	<a href="#">77</a>
<a href="#">Building the Broker Client Example from the src Folder</a>	<a href="#">77</a>
<a href="#">Running the Prebuilt Collaboration Example Binary</a>	<a href="#">78</a>
<a href="#">Using the Collaboration Broker Client Example</a>	<a href="#">80</a>
<a href="#">About the login_info_collaborator.txt File</a>	<a href="#">80</a>
<a href="#">Initiating the Collaboration Broker Connection Workflow</a>	<a href="#">82</a>
<a href="#">Modifying the login_info_collaborator.txt File</a>	<a href="#">82</a>
<a href="#">Launching the Collaborator Session Client</a>	<a href="#">82</a>
<a href="#">Linking the SDK for Mac</a>	<a href="#">83</a>
<a href="#">Linking the SDK for macOS</a>	<a href="#">83</a>
<a href="#">Setting Up an Anyware Agent Test Environment</a>	<a href="#">84</a>
<a href="#">Connecting To Your Anyware Agent</a>	<a href="#">85</a>
<a href="#">Establishing a PCoIP Connection Using an Anyware Software Client</a>	<a href="#">85</a>
<a href="#">Extensions</a>	<a href="#">86</a>
<a href="#">Anyware Support Bundler Tool</a>	<a href="#">86</a>
<a href="#">Manually Bridging USB Devices</a>	<a href="#">87</a>
<a href="#">Required Entitlement</a>	<a href="#">87</a>
<a href="#">To set up a provisioning profile:</a>	<a href="#">87</a>
<a href="#">Frequently Asked Questions</a>	<a href="#">88</a>
<a href="#">Frequently Asked Questions</a>	<a href="#">88</a>

# Anyware Client SDK for macOS 23.08

The Client SDK for macOS provides developers tools to create a custom Anyware 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 Anyware agents or 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
- Broker Client Example Code
- Collaboration Broker Client Example Code ` Broker Client library
- 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 Anyware Client SDK?

With complete control over how a Anyware 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 Anyware 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 Anyware client.

This guide will break down how to use the session client executable and how to use the broker 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 Anyware client. In this guide, you will learn about:

- PCoIP session components and considerations
- Customizing the PCoIP session
- Setting up a Anyware 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 customizing the client session, see the topics listed under "Session Client Customization".

If you are looking for development specific instructions and information around using the Core Libraries and API, see the topics listed under "Core API".



# What's New in This Release?

## Release 23.08 of the Client SDK for macOS includes the following:

There are no changes in this version of the Client SDK for macOS.

### **Important: Session Client API has been removed**

As of version 23.04, the Session Client API has been removed from the Client SDK for macOS. There is no replacement. If you have used the session client API in your projects, refer to the *broker client example* (provided in the SDK) which shows how to use the command line parameters in place of the API when invoking the client from the SDK. You can also revert to version 23.01, the last version of the SDK that contains the Session Client API, which is supported until December 2023.

# System Requirements

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

System	Version Required
Anyware Software Client Operating Systems	<ul style="list-style-type: none"><li>• macOS 12 (Monterey)</li><li>• macOS 13 (Ventura)</li></ul>
Compatible Anyware Agents	The Client SDK for macOS can connect to any Anyware 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 Anyware agent and Anyware client.
Compatible Remote Workstation Cards <sup>1</sup>	TERA22x0 with firmware 20.04+ and 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](https://developer.apple.com/documentation/security/notarizing_your_app_before_distribution).

# Hardware System Requirements

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


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

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

# SDK Header Files

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

 **Note: Location of the Header Files**

The header files are available at the following locations in the Anyware 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 Anyware Client SDK. It is the only file that needs to be included for using the Anyware 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:

- **Anyware client:** The hardware or software device, local to the user, which requests and drives the PCoIP session by negotiating with PCoIP brokers and Anyware 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.
- **Anyware agent:** The extension installed on the host machine. The Anyware agent is the single point of access for Anyware clients, and handles all video, audio, and USB exchanges between the client and desktop.

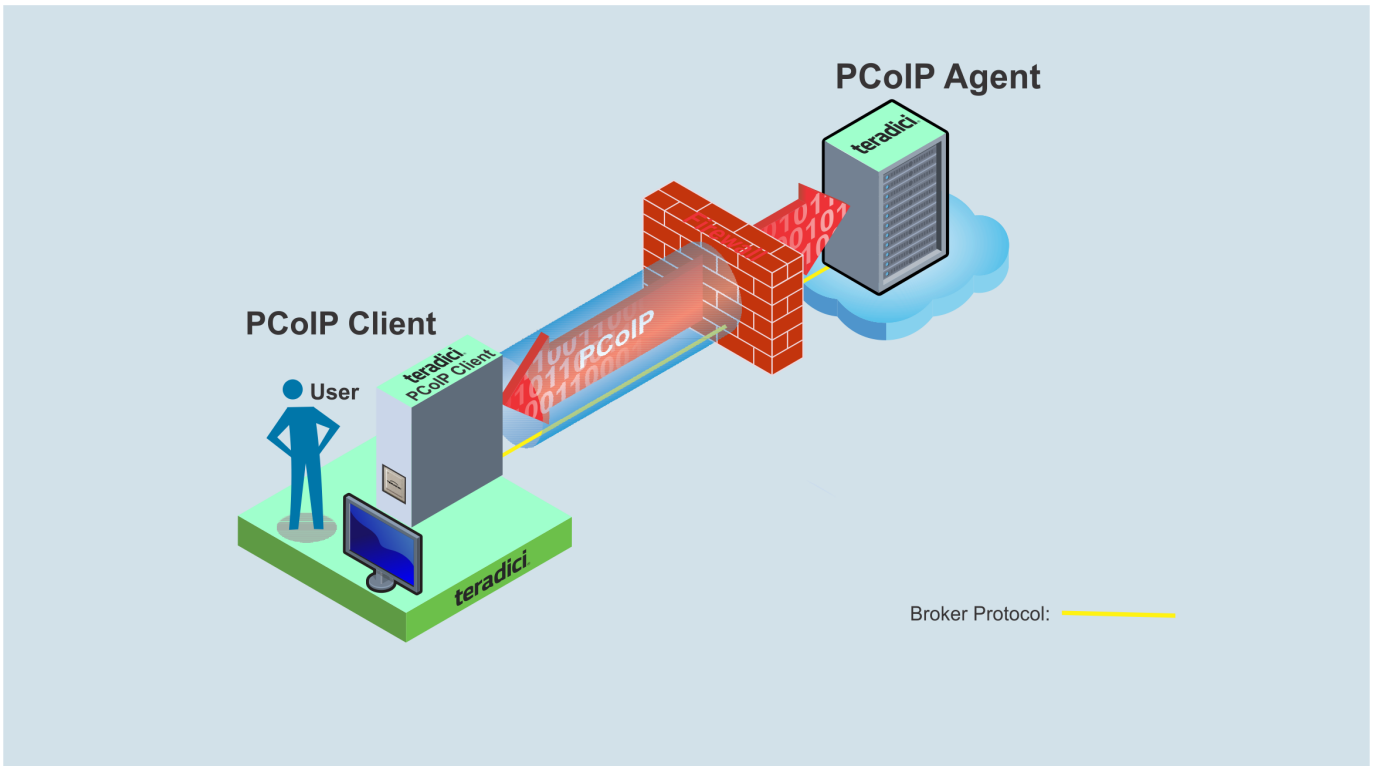
#### Terminology: Hosts and Desktops

**Host** refers to a Windows, or Linux machine, either virtual or physical, which has a Anyware agent installed and can serve a remote desktop to a Anyware 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.

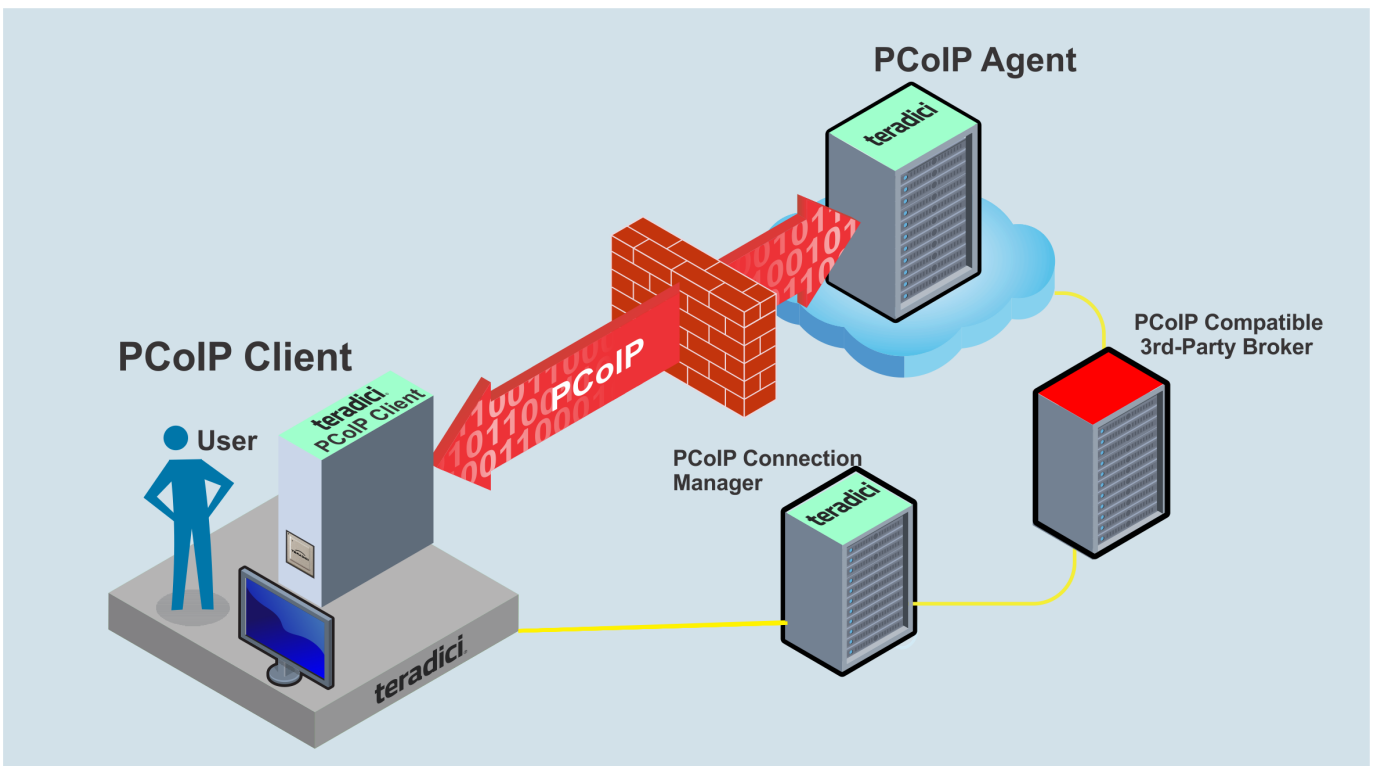
The following diagrams show the actors outlined above in a brokered and direct connection:



### Direct Connection



### Brokered Connection



# PCoIP Session Phases

There are two phases in a PCoIP session:

- **Pre-session** In the pre-session phase, a Anyware 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 Anyware clients based on the identity of the user. Anyware clients can connect to Anyware 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 Anyware 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 Anyware Standard Agent or the Anyware 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.

### **Anyware Agent needs to be configured to enable USB redirection**

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

### **One-time Anyware 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.

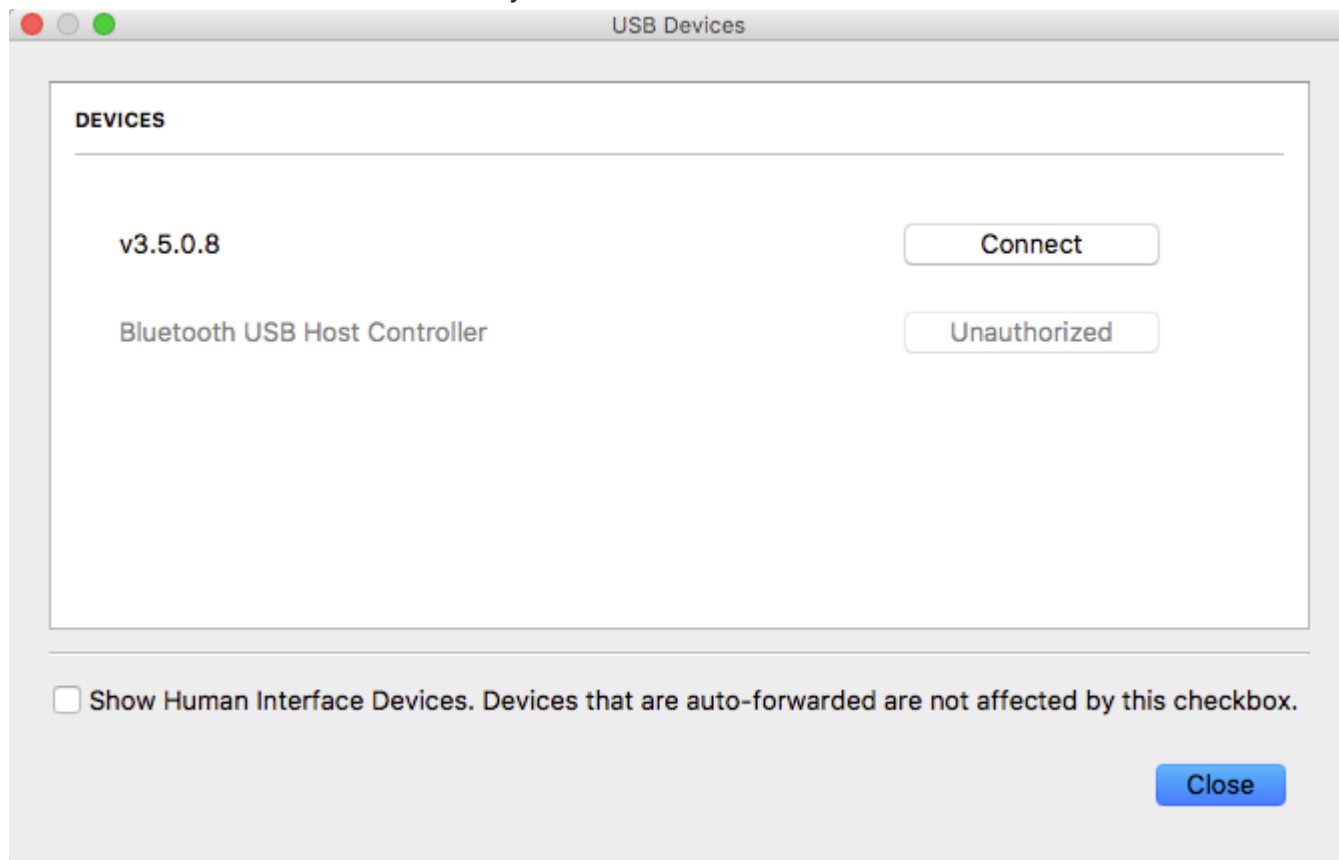
## To connect to a USB device:

1. Attach the USB device you wish to connect.
2. Select **Connection > USB Devices** from the Anyware 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 Anyware Software Client and do not appear on in this list even if they use a USB connection.

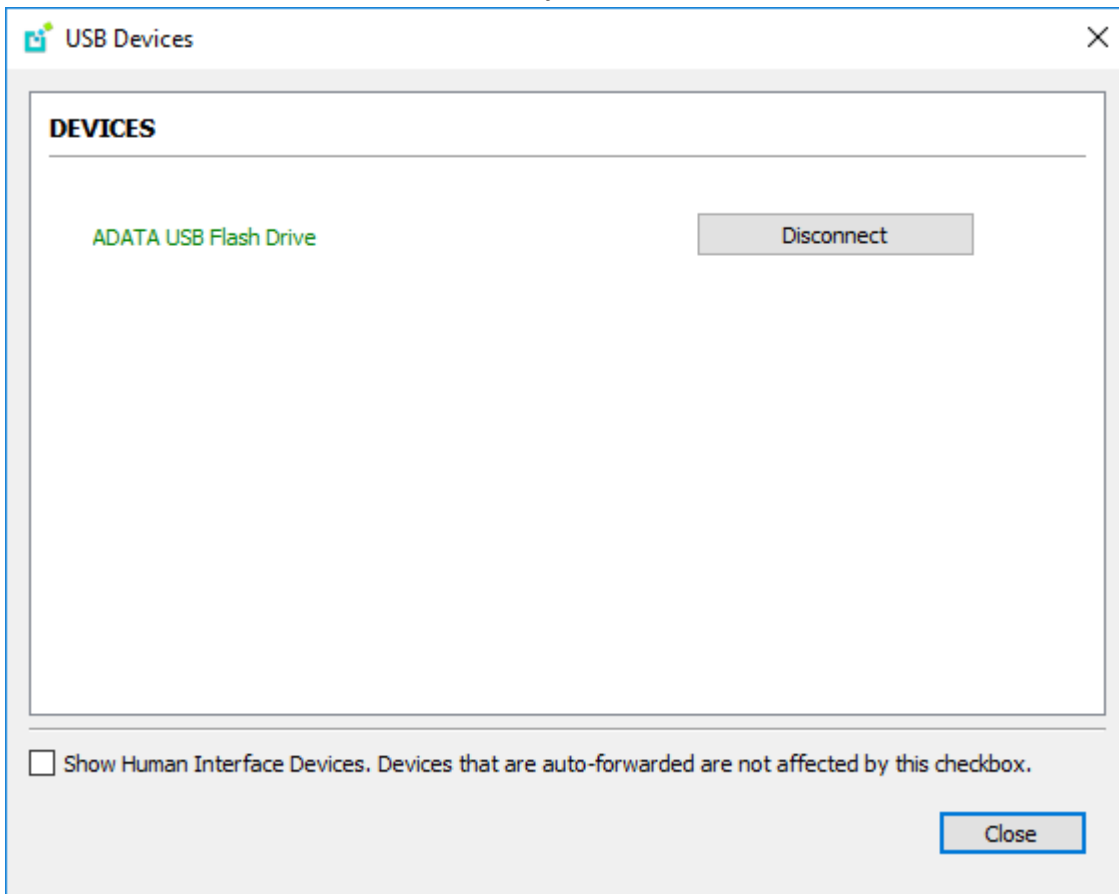
If you need to connect a Human Interface Device that cannot be locally processed, like a 3D mouse or a Wacom tablet, enable the **Show Human Interface Devices** checkbox to reveal the device in the USB device list and click its Connect button.

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

## To disconnect a USB device:

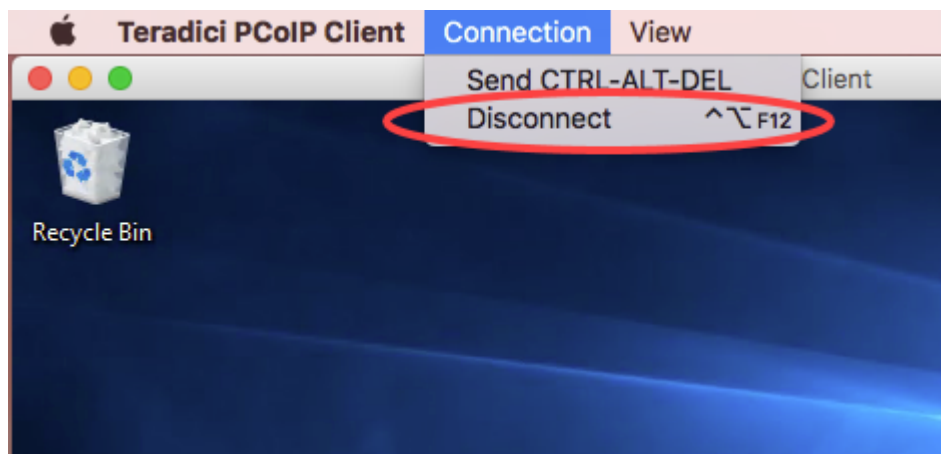
1. Select **Connection > USB Devices** from the Anyware Software Client menu.

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 Anyware Software Client Window Mode

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

## Activating Full Screen Modes

The Anyware 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 Anyware 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:

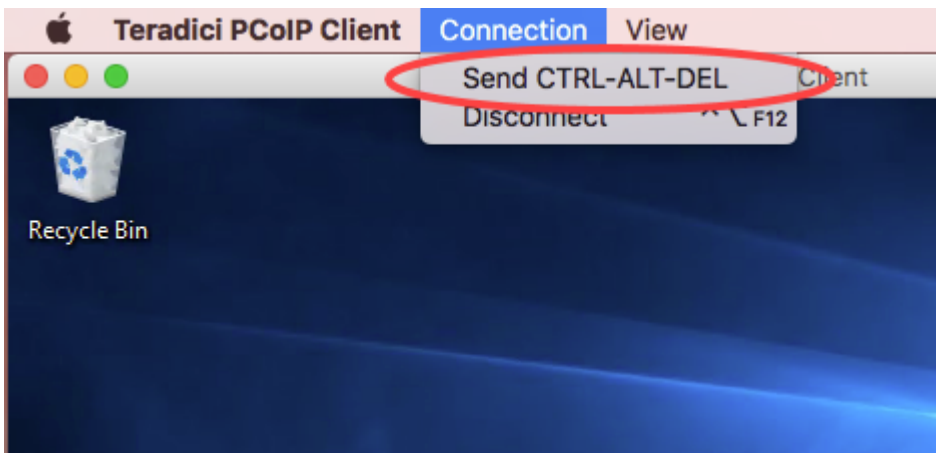
1. If you are in full-screen mode, reveal the menu bar on the display you want to enhance by moving the mouse cursor to the top of the screen.
2. On the display you want to enhance, select **View>Enhanced A/V Sync** to toggle the enhanced sync mode.

### 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 Anyware 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 Anyware Client provides support for PCoIP Ultra, the latest protocol enhancements from HP. 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 HP 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:

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

### **Anyware Software Client for Mac users**

Support for PCoIP Ultra on the Anyware 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 Anyware 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 Anyware 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-menu-bar`.

## 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 Anyware Client*
  - *Quit Anyware 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 Anyware 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 Anyware agent on the host machine and the Anyware 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 Anyware 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 Anyware 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 Anyware 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 Anyware 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"
```

# Client Session Customization

## 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

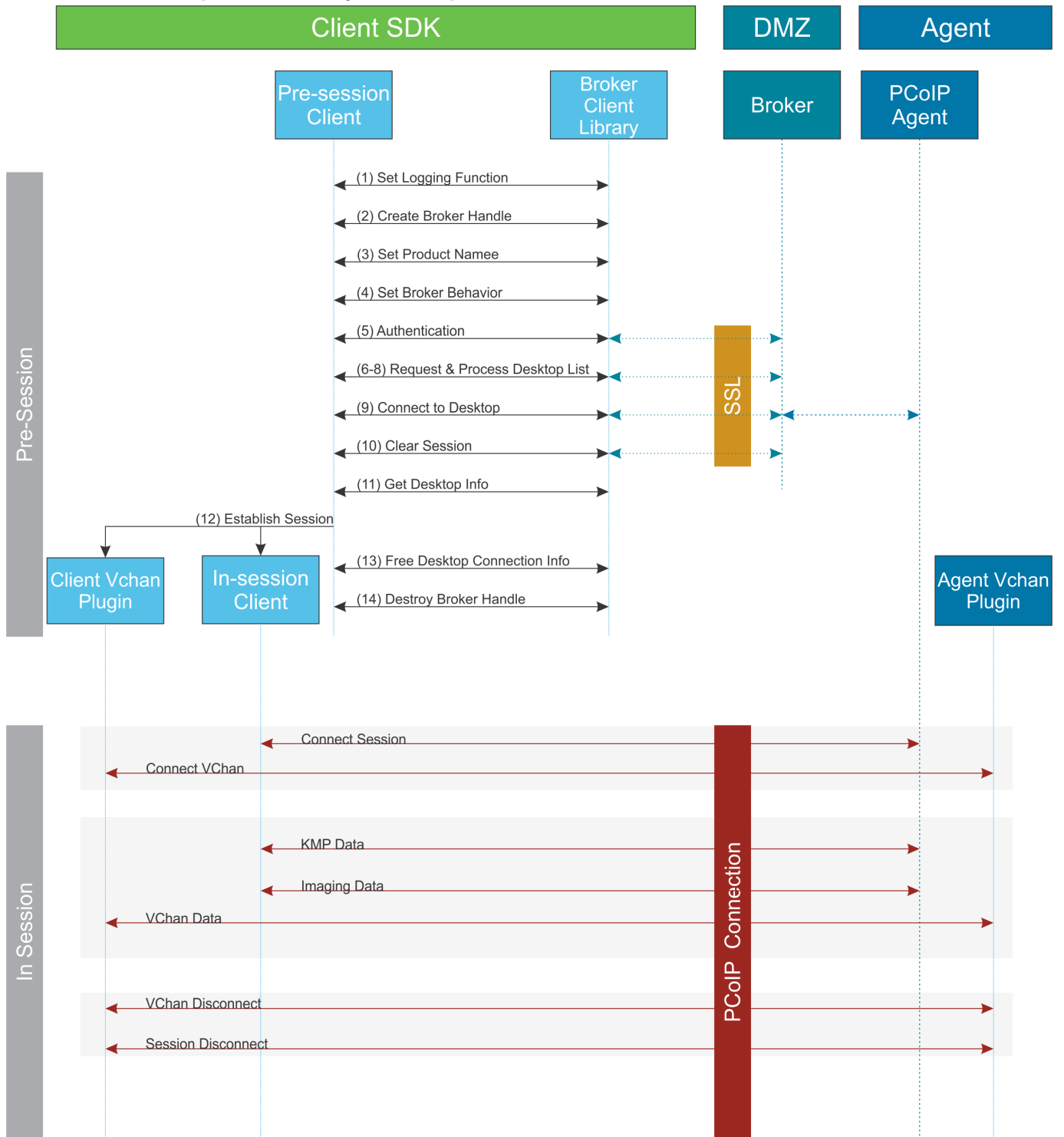
The steps indicated below are used and documented in the bundled sample code. Refer to the code for specific function calls, expected return values and error-handling requirements. The example C++ code can be found in the SDK package located here:

```
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 Anyware 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 Anyware 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"
```

# 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>&lt;app-name&gt;</code>		<b>Required!</b> The name of your custom session client. This will be used as the application window file.
<code>&lt;app-icon&gt;</code>		<b>Required!</b> The file name of your application icon. In Windows, this appears in the Windows toolbar and the window header.
<code>&lt;toolbar-menu&gt;</code>		<b>Required!</b> Describes the text labels used in OS toolbar menu's.
	<code>&lt;about-item&gt;</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>&lt;quit-item&gt;</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>&lt;about&gt;</code>		<b>Required!</b> Describes the contents of the <i>About...</i> dialog. Must have the following required attributes: <b>title</b> ( <i>string</i> ): The dialog text and <b>minWidth</b> ( <i>number</i> ): The minimum pixel width of the dialog. For example: <code>&lt;about title="My Custom Client" minWidth="100"&gt;</code>
	<code>&lt;line&gt;</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>&lt;line&gt;</code> accepts the following attributes: <b>align</b> ( <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>&lt;line&gt;</code> can contain the following elements: <code>&lt;logo&gt;</code> contains a filename for a logo or other graphic element: <code>&lt;logo&gt;about_logo.png&lt;/logo&gt;</code> . <code>&lt;text&gt;</code> contains the display text for each line: <code>&lt;text&gt;This text is displayed on the line.&lt;/text&gt;</code> . <code>&lt;hyperlink&gt;</code> takes a url parameter and creates a working hyperlink: <code>&lt;hyperlink url="www.teradici.com"&gt;Teradici&lt;/hyperlink&gt;</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 Anyware Client" minWidth="0">
<line align="center"><logo>about_logo.jpg</logo></line>
<line />
<line align="center"><text>My Anyware 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 HP Custom Branding Package Utility. The HP 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 **Anyware Client**.
- The *Hide...* menu item label cannot be altered. The menu item will be **Hide Anyware Client**.
- The *Quit...* menu item label cannot be altered. The menu item will be **Quit Anyware Client**.

The session client will also appear as **Anyware 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 HP 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>
```

# Core API

## Core API Change Log

This section outlines API call updates and changes for the Core API from the different versions of the Anyware Client SDK for macOS.

### 20.10

#### PcoipClientInitData

- PcoipClientInitData structure has been changed for licensing related data. The following fields have been added:
  - proxyServer
  - proxyPort
  - numberOfActivationCodes
  - activationCodes

#### pcoip\_core\_api.h

- pcoip\_core\_api.h structure change: *struct LicenseInfo* has changed to the following:

```
struct LicenseInfo
{
    enum PCoIPLicensingResult resultCode;    ///< the result code as reported
    by the licensing module
    bool hasExpiry;    ///< license has a valid expiry time
    time_t expiryTime;    ///< time that license expires expressed as UNIX time
};
```

The change to this struct affects the pcoip\_client\_get\_licensing\_info() API function. Replaced the int32\_t daysRemaining with time\_t expiryTime and added field *bool hasExpiry*.

- New api: pcoip\_client\_log\_level\_get(). Returns the current event level defines as PCOIP\_EVENT\_LEVEL\_\* constants.

## 20.07

### **pcoip\_core\_api.h**

- PcoipClientInitData structure change: *trustCenterUrl* renamed to *licServerURL*.
- New api: `pcoip_core_aws_allowed()`. Returns whether connections to Amazon WorkSpaces are allowed.
- New api: `pcoip_core_api_vmware_allowed()`. Returns whether connections to VMware Horizon are allowed.
- New api: `pcoip_core_api_pcoip_allowed()`. Returns whether PCoIP connections are allowed.

## 20.04

### **pcoip\_core\_api.h**

- `pcoip_client_init()` signature change: Uses new *PcoipClientInitData* structure. It includes data needed for licensing in future releases. The new data members should be left empty. Unused parameters were removed.
- Deprecated api: `pcoip_client_connection_callback_register()`
- New api: `pcoip_client_connection_callback_register()`. Callback signature changed to include PCoIPAuth state for licensing in future releases.
- New api: `pcoip_client_usb_set_local_termination_blacklist()`. Sets devices that should be locally terminated.

### **pcoip\_disconnect\_types.h**

- Added value to enum `ePCOIP_DISCONNECT_CAUSE`. Will be used for licensing in future releases.

### **certificate\_store.h**

- `certificate_store set_store_location()` removed. Location can now only be set during construction of `certificate_store`.

## 20.01

- No updates or changes

## 19.11

- Relative Mouse Feature: See [pcoip\\_core\\_api](#) for details.

## 19.08

- No updates or changes.

# PCoIP Core Library Integration

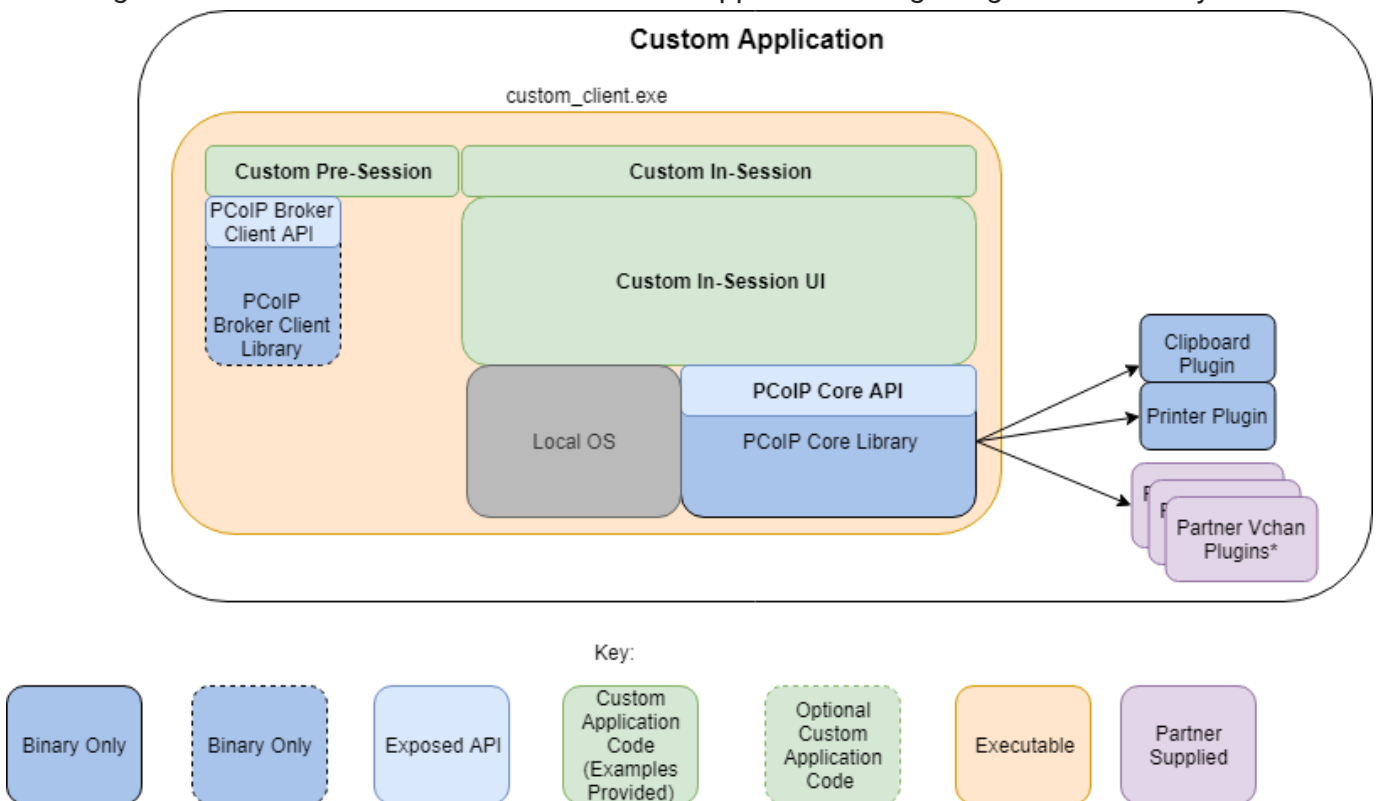
The core library allows an application developer to integrate a PCoIP session directly into an application. The core library facilitates connection to a remote host, decoding PCoIP image data directly into an application supplied frame buffer as well as remoting audio, keyboard and mouse events and supported USB devices. The application is responsible for all of the interactions with the window manager and the local operating system. The following diagram shows how an application would integrate the core library and broker library into a custom application.

## PCoIP Core API

This method uses the PCoIP Core API to integrate the PCoIP protocol into a custom application.

### PCoIP Core API

This diagram shows the architecture with a custom application integrating the core library.



\*Partner Virtual Channel Plugins can be developed using the Virtual Channel SDK, to enable this you can combine the PCoIP Client SDK with the PCoIP Virtual Channel SDK.

## PCoIP Core API and Application Functionality

Using the Core API the application developer has more control over the client application than the PCoIP Session API but the developer must implement the integration between the local OS and the core library.

## Broker Interactions

The core library does not implement any of the broker protocol interactions. The application is responsible for obtaining the Anyware agent address, port number and session tag, using the Broker Client API or some other brokering method, and passing these to the core library.

## Session Establishment

The application must provide the Anyware agent address, port number and session tag to the core library in order to establish a PCoIP session.

## Display Topology

The application is responsible for deciding what displays to present to the user. The application may specify up to four displays with resolutions up to 4096x4096. The application must determine the correct display position and the rotations (if any).

## Keyboard Events

The application is responsible for handling local keyboard events, and providing the core library with scan codes to send to the remote host.

## Mouse Events

The application must provide the mouse events, with either absolute or relative coordinates, for the core library to send to the remote host.

## Touch Events

If the application supports touch events, the core library can forward these to the remote host.

## Cursor Handling

Local cursor handling is critical for providing the most responsive user experience possible. The application is responsible for updating the local cursor shape and position on call-back from the core library.

## USB Redirection

The application is responsible for determining if any USB devices should be connected to the remote session. The core library will disconnect the USB devices from the local system and redirect the device to the remote system.

## Session Reconnection

The core library supports reconnecting a session (for up to 20 minutes) in the event of a network disruption. The application is notified when a network disruption occurs and provides a method for terminating reconnection attempts.

## Session Termination

The core library provides a method for the application to terminate the session.



# Setting Up the Development Environment

Once you have successfully established a session between a Anyware Software Client and an Anyware host, you can start developing your own Anyware client. To begin, set up your client development environment, as discussed next.

## To set up your client development environment:

Currently OpenSSL and Boost are required as third party libraries. Download and install the third party libraries to your system. The CMake modules provided automatically detects the system libraries at CMake configure time.

### CMake support for third-parties

When the third-party libraries are installed on the system, the CMake modules will automatically find them. Please see [Linking the SDK for macOS](#) section for instructions on linking the SDK libraries with your custom client application using CMake.

1. Unzip the SDK tar file.
2. Copy the files from **usr/bin**, **usr/include/** and **usr/lib** to the corresponding system directories, **/usr/bin/**, **/usr/include** and **/usr/lib**.
3. Copy the `PCoIPClient.app` into **/Applications/PCoIPClient.app** if you like to use the `PCoIPClient.app` from the system Applications directory. You can also copy the `.dylibs` from the `PCoIPClient.app` to the directory where you are building your custom application.
4. At this point the SDK is installed on the system. For information on how to link the SDK libraries with your custom client application, see [Linking the SDK for macOS](#).

# Updating SDK Components

Updating the SDK to a new version can be done by replacing the old binaries with new versions in place. There is no special upgrade path.

# Broker API

## The Broker Client API Example

The sample broker client demonstrates how the APIs can be used to customize and control the pre-session and session phases of the client connection. Invoking 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 file available along with 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

Anyware clients interact with PCoIP-compatible brokers and Anyware agents using an abstraction layer called the **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 the 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 Anyware Client Binary

This example uses the supplied credentials to first establish a PCoIP session and then launch the Anyware Software Client. The Anyware 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 Anyware Software Client](#). For more information see the topic "Installing the Anyware 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 Anyware 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
```

6. 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 Anyware Software Client. The Anyware 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 Anyware Software Client](#). For more information see topic "Installing the Anyware 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
75539285075371469148082720109113041434163396974558736008282251461494906419802
aws57864x1
```

6. 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 Anyware software client, except that the input values are provided by `login_info.txt` instead of the client's user interface.

# Initiating the 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.

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:

```
bash
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
v5V0CDLSDmUNk0CwyyV1+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%2bYJd0yIL0xd9Mv5V0CDLSDmUNk0CwyyV1%2bu3w1aA7hXxEWmzhAA"
```

## Launching the Session Client from the Broker Client Example

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

1. Open Command Prompt and change directory to `bin`.
2. Run the following command, providing the `login_info.txt` file as an argument:

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

# The Collaboration Broker Client API Example

The 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. Invoking 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 the **PCoIPSoftClientSDK** folder, use the `cd` command to change the 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
```

2. Configure the SDK example by running the following command:

```
cmake -G Xcode ..
```

3. 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 Anyware Software Client as a collaborator. The Anyware 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 Anyware Software Client](#). For more information see topic "Installing the Anyware 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.eyJSc2x1IjoiQWRtaW4iLCJjc3N1ZXIiOiJJc3N1ZXIiLCJvc2VybyB  
collaborator 123435
```

6. 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 Anyware 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 Anyware 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
3. 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 an Anyware Agent Test Environment

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

## License Requirement

Before using your test environment, you must install a Anyware 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 HP before proceeding.

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

## Anyware System Architecture Reference

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

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

## Connecting To Your Anyware Agent

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

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

## Establishing a PCoIP Connection Using an Anyware 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 Anyware Client requests the Anyware Agent by providing the FQDN of the remote workstation where the Anyware Agent has been installed. Requesting Connection to Anyware Agent

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

# Extensions

## Anywhere Support Bundler Tool

HP Anyware's support team 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 Anyware Soft Client SDK USB solution leverages the [IOUSBHost](#) framework under the hood to claim and release USB devices. However, for the macOS Anyware Soft Client SDK to capture or release USB devices, either of the following conditions must be met:

- The macOS Anyware Soft Client SDK is running as root user
- The macOS Anyware 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](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 Anyware Clients using the Teradici Anyware Client SDK.

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

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

**Q: Are there guidelines for using the HP 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 HP licenses to operate?**

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

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

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

**Q: Will my client work with all Anyware 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:** HP offers Developer Support and Professional Services options for SDKs and APIs. Please contact your HP account manager for details.