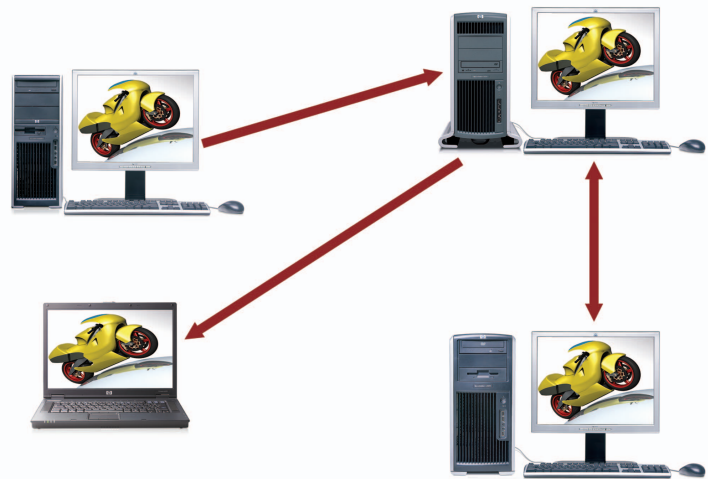# HP Remote Graphics Software

HP Remote Graphics Software is an advanced utility that allows you to remotely access and share your graphics workstation desktop. This can be done across different platforms, providing you with a "just like local" experience. Underlying HP Remote Graphics Software is the innovative multiple-patented HP technology. The core of this technology is a smart digital image compression method and a rapid image processing algorithm. With this, remote 3D graphics access has now become real! The performance and image quality are outstanding and yet network usage is kept at a minimum. With HP Remote Graphics Software you will be able to:

- Remotely access 2D & 3D graphics workstations
- Access applications on different platforms such as Windows, Linux, and HP-UX
- Perform multi-user remote collaborations

HP Remote Graphics Software equips you to achieve faster time to creation and to maximize your return on IT (RoIT). These are achieved through increased resource utilization by enabling remote accessibility to your high-end workstations.

Features

- **Full utilization of graphics accelerator hardware on the remote sender system:** Allows hardware-accelerated graphics for fast interactive performance; takes full advantage of the graphics hardware features available.

- **Image-based (pixel) transmission:** With Remote Graphics Software, the source data isn't transmitted so you are able to remotely access extremely large data sets while maintaining data security.

- **Application transparent:** No modification of applications is necessary.

- **HP patented compression/decompression technology:** HP's leadership in digital imaging technology brings fast performance, high image quality, and an excellent compression ratio for 2D and 3D images.

- **Access entire desktop session:** Convenient and easy-to-use access to the remote desktop.

- **Industry-standard TCP/IP network-based design:** Standards-based network transport and low network bandwidth usage allows deployment in existing networks.

- **Stateless client:** No information is stored on the receiving side; Securely share your ideas without worrying intellectual property being compromised.

- **New!** Sender module for Red Hat Enterprise Linux 64-bit operating system.

- **New!** Sender module for Microsoft® Windows® XP Professional x64 edition operating system.

- **New!** Windows remote audio: Audio on remote system can be redirected to your local Windows or Linux system.

- **New!** Enterprise SDK: Software development toolkit allows integration with corporate directory services such as LDAP and Microsoft Active Directory services.

2D & 3D graphics; anywhere, anytime

HP Remote Graphics Software
Specifications and system requirements

Software revisions	Version 3[ii]
Remote visualization	High-performance 3D and complex 2D graphics remote visualization with remote graphics hardware acceleration
Cross-platform visualization	HP-UX, Linux®, and Microsoft® Windows® cross-platform access
Real-time collaboration	1-to-1 or 1-to-many real-time desktop sharing with simultaneous keyboard, mouse operation support
Graphics hardware utilization	2D & 3D graphics hardware acceleration by sender system
Application transparent	Non-intrusive, application-transparent architecture requires no modification to application for remote usage
Desktop session access	Entire desktop session of remote sender system is transmitted to receiver and displayed
Keyboard, mouse operation	Both sender and receiver keyboard input and mouse operation mirrored to application
Remote audio system[iii]	Windows sender audio may be redirected to Windows or Linux receiver
Stateless client	No run-time data stored on client side of system; secure with no actual data, intellectual property exposure
Multi-screen	Supports application transparent multi-screen configuration on sender; supports multi-screen receiver
Multi-session	Both sender and receiver may operate on same system simultaneously, and multiple receivers may be operated on same system simultaneously; may also daisy chain sender and receiver connections: • Virtual KVM (V-KVM): Emulates the functionality of a KVM switch in software to provide a convenient method where workstations can be mapped to specific displays and provides simple key sequences that can be used to emulate a KVM switch • Remote Graphics control panel: Provides a convenient method where connection status and user preferences can be set and monitored either globally (for all assigned systems) or locally (each system independent)
Dynamic resolution change	Sender display resolution can be modified and receivers will dynamically reflect changes
Authorization/Authentication	• Centralized assignment of workstations to users. Workstations can be assigned to users and administered in a central file. • Authentication: Connections are authenticated by Microsoft password authentication protocol NTLM and Kerberos. • HP-UX-to-Windows authentication / PAM authentication • Single sign-on (SSO) for connection/session initiation: If the receiver and sender are within the same domain, the credentials of the current user are used to automatically establish connections between receivers and senders.
Collaboration	• Connection accept/reject dialog box; Receiver connection request appears on sender as pop-up dialog box for approval • Incoming connection status indicator • View only or full access connection • Smart cursor control and tracking activity • Disconnect all users; Sender may disconnect all connected receivers
Enterprise SDK	Software development toolkit provided to integrate directory services such as LDAP and Microsoft Active Directory services
Image transmission method	Image-based (transmits final image pixels only); TCP/IP
Compression/Decompression	HP2 (visually lossless, with variable compression rate)
Network	Standard TCP/IP
Input device	Standard keyboard and mouse; multi-language keyboards
Output device	System-supported monitor
Supported sender/receiver platforms	• Microsoft Windows 2000 or XP Professional or XP Professional x64 edition (Intel Pentium M, Pentium 4, Xeon, AMD Opteron) • Red Hat Linux 7.3 or later, Red Hat Enterprise Linux WS3 32-bit & 64-bit (Intel Pentium 4, Xeon, or AMD Opteron on HP Personal Workstations) • HP-UX 11.0, 11i or later (PA-RISC, PA-8500 or later)
Required system memory	Sender: 256 MB minimum / 512 MB recommended Receiver: 256 MB minimum
Required Disk space	50 MB
Supported sender graphics	Any Windows & Linux graphics cards: • 32-bit color display adapter at 1024 x 768 or higher (Windows and Linux) • Video overlay planes, direct 3D and full-screen exclusive mode access not supported HP Visualize fx5, fx10, ATI FireGL-UX, FireGL T2-128p, FireGL X1-256p, FireGL X3-256 (HP-UX/PA-RISC)
Supported receiver graphics	Any system graphics
Removable media	CD-ROM drive when installing from CD-ROM media

[i] Performance subject to network speed

[ii] Version 3 sender/receiver modules are not compatible with version 2 modules

[iii] Not available on Linux sender, HP-UX sender/receiver

For more information, visit www.hp.com/go/workstations

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