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Energy & Power Analysis
Field service
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Real VNC *Users Manual*



...the precision signal conditioning company



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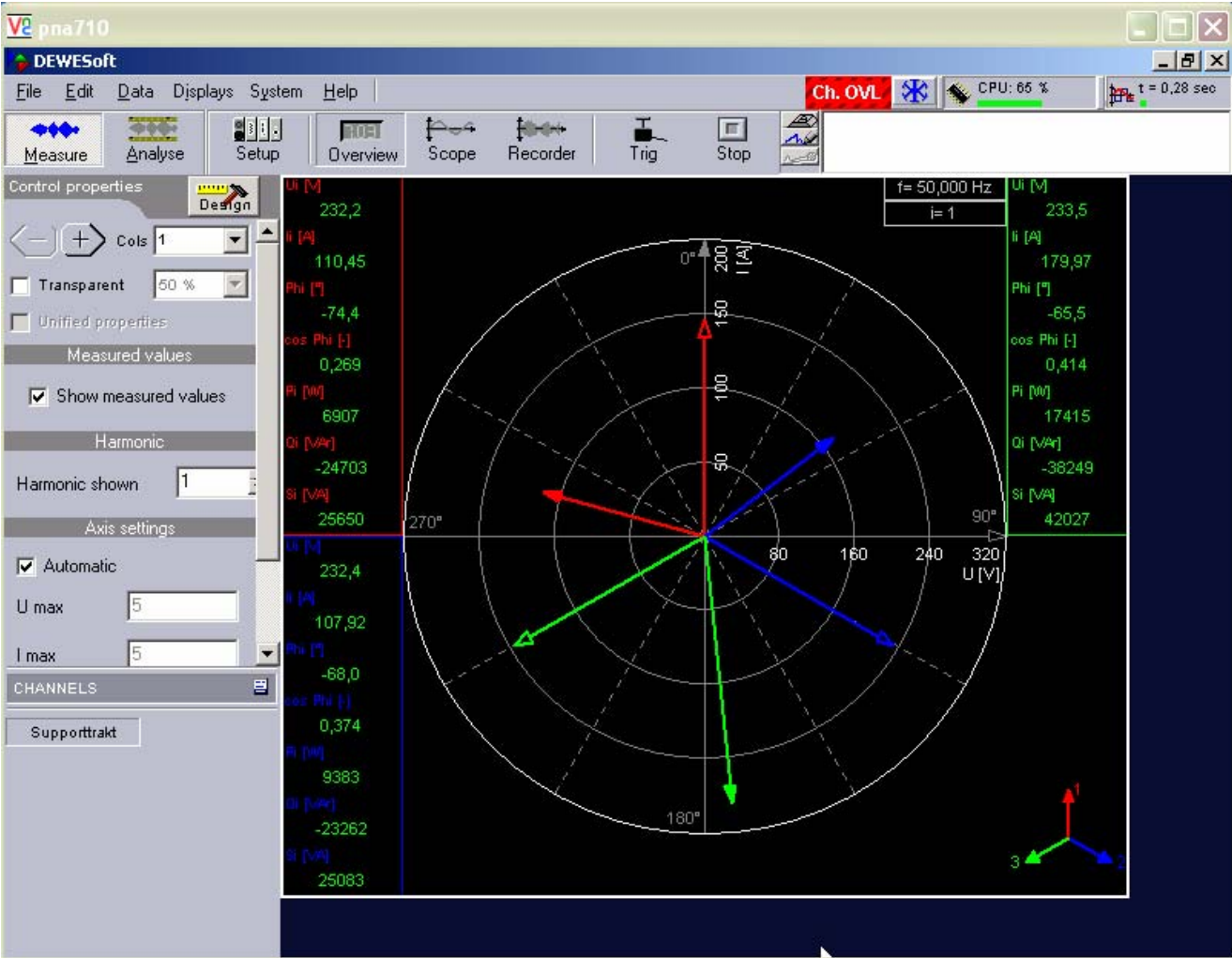
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Real VNC



Users Manual

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1 Getting Started - Installing and Running

WinVNC is a VNC server that will allow you to view your Windows desktop from any VNC viewer. Because standard versions of Windows only support a single graphical user being logged in at any one time, WinVNC makes the existing desktop of the PC available remotely, rather than creating a separate desktop as happens with the Unix server. VNC does *not* make a Windows machine into a multi-user server in the same way that Citrix-based software or Windows Terminal Server, for example, does. A single Windows machine can therefore be accessed by multiple users, but if they all connect at the same time they will all see the same desktop!

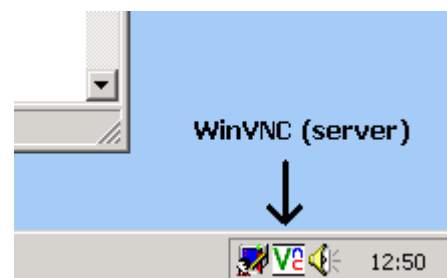
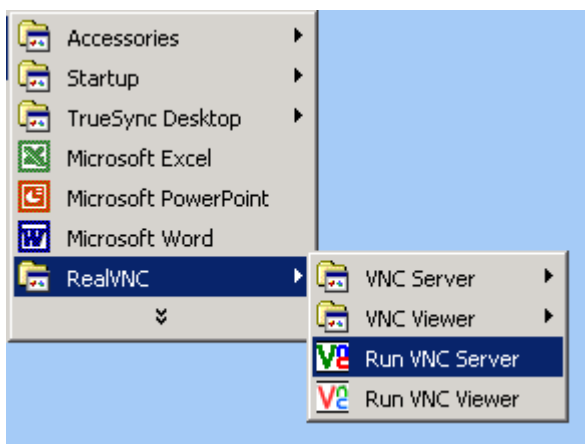
On the other hand, WinVNC will run on Windows NT/2000/XP/Server2003 and on any future Win32-based systems, without the need to replace any system files or run any OS-specific versions of the program. It is a standard application that can be run from the Start... menu and closed down just as easily.

WinVNC can also be run as a service, which means that you can log in remotely, do some work, and log out again. We recommend that you run it in this mode.

2. Installation

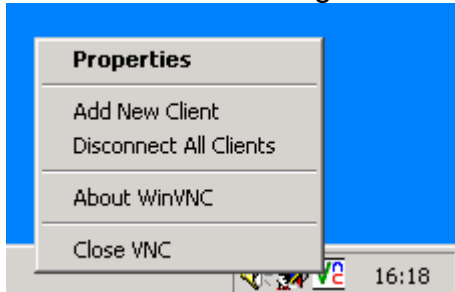
WinVNC is simple to install and to use:

1. Start the WinVNC setup program. (If you received VNC as a ZIP archive, you'll need to unpack it first!)
2. The setup program will allow you to set a number of installation parameters, such as the location of the installed files and Start... menu entries. The setup program will always install the VNC viewer for Windows, and will optionally install the WinVNC server - to install the server simply tick the appropriate checkbox during setup.
3. As the final stage of the setup process, the installer can register WinVNC as a system service, and start it. Otherwise, WinVNC can be registered manually, or run as an application:



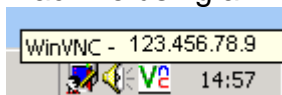
3. Using WinVNC

On starting, WinVNC will add a VNC icon with a green "V" to the system task bar. Clicking on this icon with the right mouse button will cause a menu to be displayed



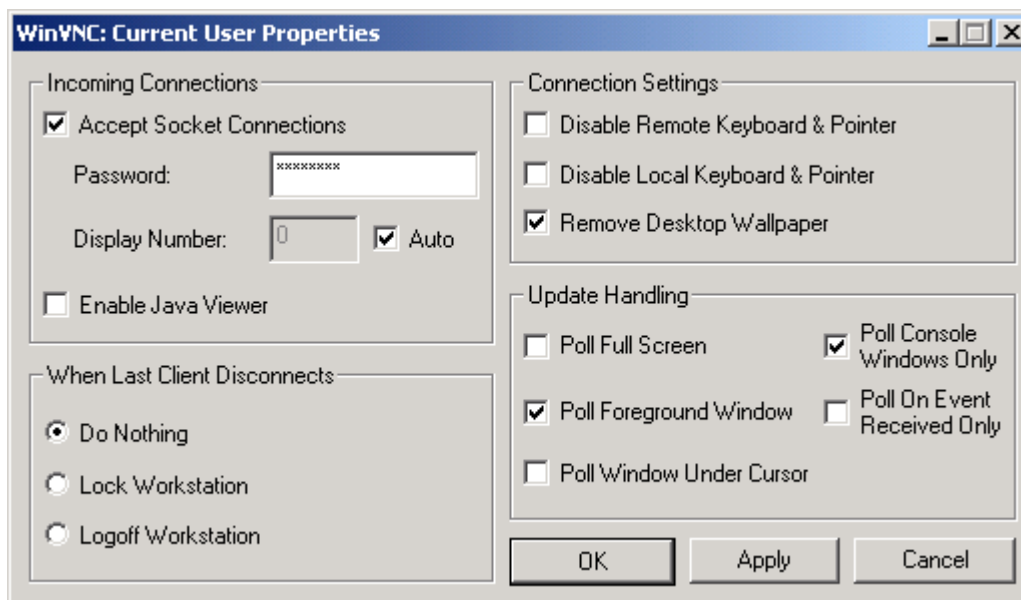
- **Properties** - This will cause the User Properties dialog to be displayed, allowing the user to change various per-user WinVNC parameters.
- **Add New Client** - This allows outgoing connections to be made from the server to any "listening" viewer. The name or IP address of the target viewer machine can be entered in the dialog. The server will connect to the default listening viewer port, 5500. From version 3.3.5, a different port number can be specified by adding *:portnumber* after the name or IP address. Connections created this way are treated as shared. See also the `-connect` option below.
- **Disconnect All Clients** - This will disconnect all currently connected clients from the server.
- **About WinVNC** - This should be obvious!
- **Close VNC** - Shutdown the server.

Moving the mouse over the icon should cause the IP address of the local machine to be displayed, if it can be discovered at that time. You can connect to the server from another machine using a VNC viewer.



4. WinVNC Properties

The following options are available from the Properties dialog, shown here with the default installation settings.



4.1 Incoming Connections

- **Accept Socket Connections** - (default) The server normally accepts direct, socket-based connections from the vncviewer program. Clearing this will disable any incoming connections.
- **Display Number** - This allows the user to specify the display number which the server will use. There is normally no need to change this from the default of zero.
- **Password** - Incoming connections must be authenticated to verify that the person connecting is allowed to connect to this machine. This text box allows your password to be specified for authentication.
- **Auto** - This tick box indicates to WinVNC whether it should use the display number specified in the Display Number box, or whether it should use the first display number not already in use on the server machine.
- **Enable Java Viewer** - WinVNC can optionally run a simple web server on port $5800 + display\ number$, which will serve a web page allowing the machine to be accessed from any Java-enabled browser. If this box is not ticked then the machine will not be accessible via the standard web interface.
- **When Last Client Disconnects** - This catchily-named option determines the VNC server's behaviour when the last client connection to it is closed. The available settings are:
 - Do Nothing (default).

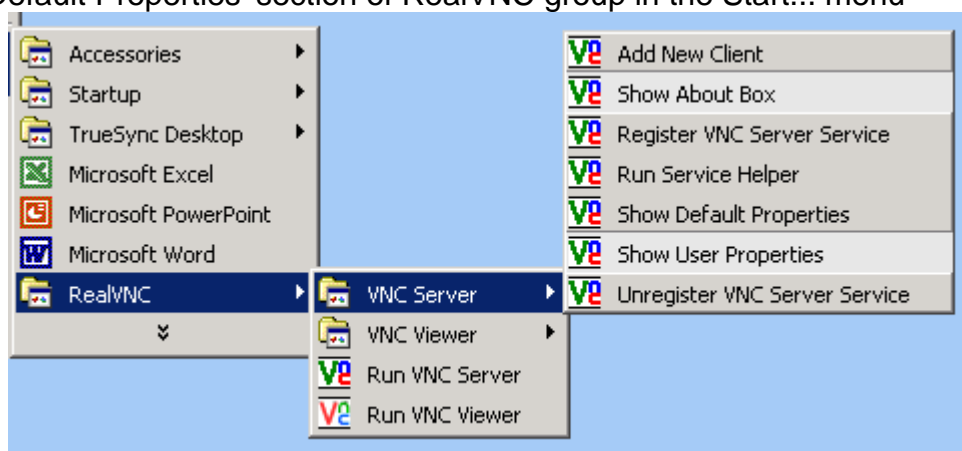
- Lock Workstation - (Only available under 2000/XP). The desktop will be automatically locked on disconnect.
- Logoff Workstation - The current user will be logged off when the final VNC viewer disconnects.

4.2 Connection Settings

- **Disable Remote Keyboard & Pointer** - Any new incoming connections will be able to view the screen but not send any input.
- **Disable Local Keyboard & Pointer** - This is experimental, and works on NT/2000/XP only. If selected, then the local keyboard and mouse will be disabled during a connection. Useful if you want to log in to a machine from elsewhere and don't want passers-by to be able to use your session.
- **Remove Desktop Wallpaper** - (default) Desktop wallpaper can consume excessive bandwidth when transmitted over VNC to a client. This option allows WinVNC to remove the desktop wallpaper when a client connects, and to restore it when the last client disconnects.

4.3 Running WinVNC as a service

WinVNC can be made to run as a service process under both Windows NT/2000/XP and Windows Server 2003, by following the instructions outlined below. This allows you to connect to a machine which has nobody logged in to it, for example. On NT/2000/XP, you can also send Ctrl-Alt-Del to the server when it's running as a service, allowing you to unlock a locked workstation, for example. **Note** that in 'service' mode, many features are changed on a per-machine rather than per-user basis. You can access the per-machine defaults from the 'Show Default Properties' section of RealVNC group in the Start... menu



The following 'features' should also be pointed out:

Windows NT/2000/XP/Server2003 'features':

- WinVNC will attempt to correctly identify the user and locate their preferred settings in the registry (unless AllowProperties has been used to disable this - see below). To do this requires that a helper application be run when a user logs in, which will pass appropriate information to the main service portion of WinVNC. If the helper fails to run for some reason then WinVNC will continue to operate but it won't know who is logged in, so its settings will be based on the local-machine and default-user settings only.
- Anything which causes the Windows VNC server to change screen resolution will also cause all viewers to be disconnected, and you'll need to reconnect. Logging in can sometimes do this if the user has a different screen setup from the system default. Changes between pixel formats will NOT cause clients to be disconnected, however.
- If a user has specified a display number which is different from the default used by the service, viewers will be disconnected as that user logs in.
- When WinVNC is running as a system service, no user-level copies can be run at the same time.

5. Update Handling

Note that clicking in a window will generally cause it to be updated, so if you have certain applications which don't update very well, try this! The default update handling settings should be the right ones for most people, and in general you will slow things down by changing them, so don't do this unless you have applications which cause problems.

- **Poll Full Screen**- Some applications are incompatible with the methods currently used in WinVNC to trap screen updates. For this reason, it is sometimes useful to be able to poll the entire screen in order to check for changes, sacrificing performance for accuracy.
- **Poll Foreground Window** - (default) Polling only the currently selected window for changes is less CPU intensive than full-screen polling and often gives similar results, for example when using the Command Prompt, which is not normally compatible with WinVNC.
- **Poll Window Under Cursor**- A variation on Poll Foreground Window, this option causes the window under the mouse cursor to be polled for changes. Both options may be enabled simultaneously if required.
- **Poll Console Windows Only**- (default) When this option is set, the only windows which will be ever be polled are Command Prompts. This works well in conjunction with Poll Window Under Cursor, to use polling only when the cursor is over a console window.
- **Poll On Event Received Only**- When this option is set, the screen will only be polled for updates when a mouse or keyboard event is received from the remote client. This is provided for low bandwidth networks, where it may be useful to control how often the screen is polled and changes sent.

Notes