Can multiple zero clients connect to multiple host cards in a workstation/PC simultaneously?

Answer:

Yes. You can install multiple host cards into a workstation/PC and have multiple zero clients connecting to them simultaneously.

It can be used in different scenarios and examples are as follows:

- **Multi-monitors:** If you want more than two monitors (or 4 monitors in the case of Tera2) on the client end, you can have multiple zero clients connecting to multiple host cards installed to the same workstation/PC, with graphics to the host cards driven by a GPU that supports more than two monitors (or 4 monitors in the case of Tera2) or multiple GPUs that supports SLI.

- **Collaboration mode with multiple PCoIP sessions:**If you want multiple users each with a zero client to remote to the same workstation/PC at the same time, you can install multiple host cards into a single workstation/PC and establish separate PCoIP sessions. This is an environment using PCoIP host cards where users simultaneously share the same host PC, and can support high-end imaging or 3D collaboration over long distances.The additional host card(s) can be driven by either an additional GPU or an active DVI splitter from the existing GPU. Because there are multiple USB controllers, USB devices on all of the zero clients are functional at the same time and the effect is having multiple mice connected to a single workstation at the same time. With image collaboration, users simultaneously share the same host PC and can be set up over a LAN or WAN. Because they are sharing access to the same host PC, users have simultaneous access to the PC mouse and keyboard function. This means that users must collaborate to operate the host PC to avoid conflicting mouse movement or keyboard input.

This setup is useful for a variety of environments and situations:

- Engineering design
- Media and entertainment digital content creation
- Medical (operating theater)
- Command and control
- Boardrooms
- Digital signage

Notes:

- **Use of multiple host cards requires the removal of the PCoIP host software if previously installed.**
- The number of users is restricted by the number of PCIe slots available in the PCIe expansion box and ports on the DVI splitter (these must match with the number of host cards and zero clients).

What is the location of the Power Button Cable Connector?

Answer:

The Power Button cable connector label may vary depending on board design:

Tera 1

- Red Dell Precision R5400 Remote Access host card with firmware part number FW010020: label = JP7.
- Green low profile Host Card D200 with firmware part number FW010018: label = JP5.

Pin1 is the output for connecting to the power on signal of the motherboard. Pin2 is ground.

The firmware part number appears on the device's **Info > Version** page of the Administrative Web Interface.

Note: Tera 2 products typically reference JP1.

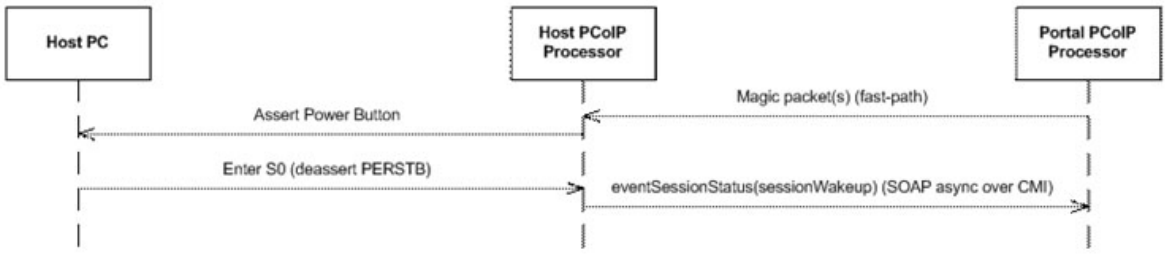
For both Tera 1 and Tera 2 products please see your product documentation.

Keywords: setup, configuration, power management

How does a PCoIP zero client wake up the host PC?

Answer:

PCoIP zero clients can wake up a remote PC / Workstation that has a PCoIP host card installed. The following diagram shows the order of how a zero client wakes up a host PC.



1. The zero client sends a Magic Packet to the host card.
2. The host card sends a signal to assert the motherboard power button on the host PC.
3. When the host PC wakes up, it also wakes the host card from low power mode.
4. The host card then sends a message to inform its status to the zero client.

Note: Prior to firmware release 2.2, the zero client sends a subnet-directed broadcast and a unicast WOL packet when it tries to wake up a host PC. Both packets appear as ESP encapsulated packets, though they are not encrypted. In some deployments where the Host and zero client are on different subnets, the packets are not to be routed to the Host.

Zero clients loaded with firmware release 2.2 or newer send three WOL packets, one of which should wake a Host operating in low-power mode. The zero client now sends a broadcast WOL frame, unicast UDP encapsulated WOL packet and a subnet-directed broadcast UDP encapsulated WOL packet.

The new design corrects the potential issue in firmware 1.x of not able to wake up a sleeping Host on different subnet than the zero client as the magic packet may not be routed to the Host.

In addition, the magic packet uses port 9 if it has to traverse a firewall.