

Using VMware Workstation Player for Windows

VMware Workstation Player for Windows 16.0

You can find the most up-to-date technical documentation on the VMware website at:

<https://docs.vmware.com/>

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Using VMware Workstation Player for Windows

Using VMware Workstation Player for Windows describes how to use VMware Workstation Player™ to create, configure, and manage virtual machines on a Windows host.

Intended Audience

This information is intended for anyone who wants to install, upgrade, or use Workstation Player on a Windows host.

Introduction and System Requirements

1

Workstation Player is a desktop application that lets you create, configure, and run virtual machines. You can also use Workstation Player to download and run virtual appliances.

Host computers that run Workstation Player must meet specific hardware and software requirements. Virtual machines that run in Workstation Player support specific devices and provide certain features.

This chapter includes the following topics:

- [Host System Requirements for Workstation Player](#)
- [Virtual Machine Features and Specifications](#)

Host System Requirements for Workstation Player

The physical computer on which you install Workstation Player is called the host system and its operating system is called the host operating system. To run Workstation Player, the host system and the host operating system must meet specific hardware and software requirements.

Processor Requirements for Host Systems

You must install Workstation Player on a host system that meets certain processor requirements.

Supported Processors

The following host systems are supported.

- Systems using processors launched in 2011 or later except for systems using the following processors.
 - Intel Atom processors based on the 2011 Bonnell micro-architecture. For example, Atom Z670/Z650 and Atom N570.
 - Intel Atom processors based on the 2012 Saltwell micro-architecture. For example, Atom S1200, Atom D2700/D2500, and Atom N2800/N2600.
 - AMD processors based on the Llano and Bobcat micro-architectures.

- Systems using the following processors.
 - Intel processors based on the 2010 Westmere micro-architecture. For example, Xeon 5600, Xeon 3600, Core i7-970, Core i7-980, and Core i7-990.

Processor Requirements for 64-Bit Guest Operating Systems

For supported processors to run 64-bit guest operating systems, the host system must use one of the following processors.

- An AMD CPU with AMD-V support
- An Intel CPU with VT-x support

If you have an Intel CPU that has VT-x support, you must verify that VT-x support is enabled in the host system BIOS. The BIOS settings that must be enabled for VT-x support vary depending on the system vendor. See the VMware knowledge base article at <http://kb.vmware.com/kb/1003944> for information about how to determine if VT-x support is enabled.

When you install a 64-bit operating system, Workstation Player performs checks to make sure the host system has a supported processor. You cannot install a 64-bit operating system if the host system does not meet the processor requirements.

Supported Host Operating Systems

You can install Workstation Player on Windows and Linux host operating systems.

To see a list of the supported host operating systems, search the online VMware Compatibility Guide on the VMware Web site.

Workstation Player is not listed, but the information for Workstation Pro is applicable to Workstation Player. Operating systems that are not listed are not supported for use in a virtual machine.

Memory Requirements for Host Systems

The host system must have enough memory to run the host operating system, the guest operating systems that run inside the virtual machines on the host system, and the applications that run in the host and guest operating systems.

The minimum memory required on the host system is 2 GB. 4 GB and above is recommended.

To support Windows 7 Aero graphics in a virtual machine, at least 3 GB of host system memory is required.

See your guest operating system and application documentation for more information on memory requirements.

Display Requirements for Host Systems

The host system must have a 16-bit or 32-bit display adapter. Use the latest graphics driver recommended for the host system.

To support Windows 7 Aero graphics, the host system should have either an NVIDIA GeForce 8800GT or later or an ATI Radeon HD 2600 or later graphics processor.

Important 3D benchmarks, such as 3DMark '06, might not render correctly or at all when running Windows Vista or Windows 7 virtual machines on some graphics hardware.

Disk Drive Requirements for Host Systems

Host systems must meet certain disk drive requirements. Guest operating systems can reside on physical disk partitions or in virtual disk files.

Table 1-1. Disk Drive Requirements for Host Systems

Drive Type	Requirements
Hard disk	<ul style="list-style-type: none">■ IDE, SATA, SCSI and NVMe hard drives are supported.■ At least 1 GB free disk space is recommended for each guest operating system and the application software used with it. If you use a default setup, the actual disk space needs are approximately the same as those for installing and running the guest operating system and applications on a physical computer.■ For installation, approximately 200 MB free disk space is required on Linux and 250 MB free disk space is required on Windows. You can delete the installer after the installation is complete to reclaim disk space.
Optical CD-ROM and DVD	<ul style="list-style-type: none">■ IDE, SATA, and SCSI optical drives are supported.■ CD-ROM and DVD drives are supported.■ ISO disk image files are supported.
Floppy	Virtual machines can connect to disk drives on the host computer. Floppy disk image files are also supported.

Solid-State Drives

If your host machine has a physical solid-state drive (SSD), the host informs guest operating systems they are running on an SSD.

This allows the guest operating systems to optimize behavior. How the virtual machines recognize SSD and use this information depends on the guest operating system and the disk type of the virtual disk (SCSI, SATA, IDE, or NVMe).

- On Windows 8, Windows 10, Ubuntu, and Red Hat Enterprise Linux virtual machines, all drive types can report their virtual disks as SSD drives.

Note

- NVMe virtual hard disks are natively supported for Windows 8.1 and later.
 - To create a new a virtual machine with a Windows 7 or Windows 2008 R2 guest operating system using NVMe as the virtual hard disk, apply the appropriate Windows hot fix. See <https://support.microsoft.com/en-us/kb/2990941>.
 - Several Linux operating systems support NVMe while others do not. Check with the operating system vendor.
-
- On Windows 7 virtual machines, only IDE and SATA virtual disks can report their virtual disks as SSD. SCSI virtual disks only report as SSD when used as a system drive in a virtual machine, or as a mechanical drive when used as a data drive inside a virtual machine.

Use the virtual machine operating system to verify your virtual machine is using SSD as its virtual disk.

Local Area Networking Requirements for Host Systems

You can use any Ethernet controller that the host operating system supports.

Non-Ethernet networks are supported by using built-in network address translation (NAT) or by using a combination of host-only networking and routing software on the host operating system.

Virtual Machine Features and Specifications

Workstation Player virtual machines support specific devices and provide certain features.

Supported Guest Operating Systems

A guest operating system can be Windows, Linux, and other commonly used operating systems.

For the most recent list of guest operating systems that VMware products support, see the VMware Compatibility Guide site: <http://www.vmware.com/resources/compatibility/search.php>.

Workstation Player is not listed, but the information for Workstation Pro is applicable to Workstation Player. Operating systems that are not listed are not supported for use in a virtual machine.

For instructions about how to install the most common guest operating systems, see the *VMware Guest Operating System Installation Guide*: <http://partnerweb.vmware.com/GOSIG/home.html>.

Virtual Machine Processor Support

Virtual machines support certain processor features.

- The same as the processor on the host computer.
- One virtual processor on a host system that has one or more logical processors.
- Up to 16 virtual processors (sixteen-way virtual symmetric multiprocessing, or Virtual SMP) on a host system that has at least 2 logical processors.

Note Workstation Player considers multiprocessor hosts that have 2 or more physical CPUs, single-processor hosts that have a multicore CPU, and single-processor hosts that have hyperthreading enabled, to have two logical processors.

Virtual Machine Memory Allocation

The total amount of memory that you can assign to all virtual machines running on a single host system is limited only by the amount of RAM on the host.

The maximum amount of memory for each virtual machine is 64GB.

Compatible Virtual Machines

Workstation Player can run virtual machines that other VMware products create.

VMware virtual machines

Workstation Player runs virtual machines that were created by using Workstation 4 and later, GSX Server 3.x, VMware Server, and ESX Server 2.5 and later. Workstation 4 virtual machines run in legacy mode. You must use another VMware product to upgrade virtual machines created in versions earlier than Workstation 4 before you can run them in Workstation Player.

Installing and Using Workstation Player

2

Installing Workstation Player typically involves running a standard GUI wizard.

This chapter includes the following topics:

- [Install Workstation Player on a Windows Host](#)
- [Start Workstation Player](#)
- [Use the Workstation Player Window](#)
- [Transferring Files and Text](#)
- [Download a Virtual Appliance in Workstation Player](#)
- [Remove a Virtual Machine from the Library in Workstation Player](#)
- [Uninstall Workstation Player](#)

Install Workstation Player on a Windows Host

You install Workstation Player on a Windows machine by running the installation wizard.

Prerequisites

- Verify that your Windows machine meets the host system requirements. See [Host System Requirements for Workstation Player](#).
- Download the Workstation Player installer file to your Windows machine. You can obtain the Workstation Player installer file from the VMware Web site.
- If you are installing the purchased version of Workstation Player, verify that you have a license key.

You can use Workstation Player free of charge for non-commercial use. When you use Workstation Player for the first time, you can enter your email address and use it free of charge, or you can enter your purchased license key to use Workstation Player and have access to additional features.

Procedure

- 1 On your Windows machine, double-click the Workstation Player installer file.

The installer filename is similar to `VMware-player-xxxx-xxxx.exe`, where `xxxx-xxxx` is the version and build numbers.
- 2 Follow the prompts to finish the installation.
- 3 (Optional) To activate Workstation Player features, start Workstation Player and enter your license key.
 - a Double-click the Workstation Player icon or select **Start > All Programs VMware Player** to start Workstation Player.
 - b Select **Enter a license key to allow commercial use:**.
 - c Type your license key and click **Continue**.

Run an Unattended Workstation Player Installation on a Windows Host

You can use the unattended installation feature of the Microsoft Windows Installer (MSI) to install Workstation Player on Windows host systems without having to respond to wizard prompts. This feature is convenient in a large enterprise.

Prerequisites

- Verify that the host system meets the host system requirements.
- Obtain the Workstation Player software and license key.
- Verify that the host computer has version 2.0 or later of the MSI runtime engine. This version of the installer is available in versions of Windows beginning with Windows XP and is available from Microsoft. For more information, see the [Microsoft Web site](#).
- Familiarize yourself with the installation properties. See [Installation Properties](#).

Procedure

- 1 Log in to the host system as the Administrator user or as a user who is a member of the local Administrators group.

If you log in to the host system as the Administrator user or as a user who is a member of the local Administrators group.

- 2 Extract the administrative installation image from the setup file.

The setup filename is similar to `VMware=player-xxxx-xxxx.exe` where `xxxx-xxxx` is the version and build number.

For example, if you enter `setup.exe/?`, the flag displays a windows message box with the command line usage for the installer.

3 Enter the installation command on one line.

The following example installs Workstation Player:

```
VMware-player-x.x.x-xxxxxx.exe /s /v/qn EULAS_AGREED=1 SERIALNUMBER="xxxxx-xxxxx-xxxxx-xxxxx-xxxxx"
```

You can use the optional `INSTALLDIR` property to specify a file path for the installation that is different from the default location.

Note The double quotes around the file path are important. All the MSI arguments are passed with the `/v` option. The outer quotes group the MSI arguments and the double quotes put a quote in that argument.

You can also run an unattended Workstation Player uninstallation on a Windows host. The following example uninstalls Workstation Player and removes the license from the host.

```
VMware-player-x.x.x-xxxxxx.exe /s /v"/qn REMOVE=ALL"
```

Installation Properties

When you perform an unattended installation of Workstation Player, you can customize the installation by specifying installation properties in the installation command.

To specify an installation property in the installation command, use the format *property="value"*. A value of 1 means true and a value of 0 means false.

Table 2-1. Installation Properties

Property	Description	Default Value
AUTOSOFTWAREUPDATE	Enables automatic upgrades for Workstation Player when a new build becomes available.	1
DATA COLLECTION	Sends user experience information to VMware.	1
DESKTOP_SHORTCUT	Adds a shortcut on the desktop when Workstation Player is installed.	1
ENABLE_VIRTUAL_PRINTING	Enables support for ThinPrint virtual printing on the Windows host after installing.	0
EULAS_AGREED	Allows you to silently accept the product EULAs. Set to 1 to complete the installation or upgrade.	0
INSTALLDIR	Install Workstation Player in a directory that is different from the default Workstation Player location.	C:\Program Files (86)\VMware\VMware Player
KEEP_LICENSE	Specifies whether to keep or remove license keys when Workstation Player is uninstalled.	1
KEEP_SETTINGFILES	Specifies whether to keep or remove settings files when Workstation Player is uninstalled.	1

Table 2-1. Installation Properties (continued)

Property	Description	Default Value
SERIALNUMBER	Lets you enter the license key when Workstation Player is installed. Enter the license key with hyphens, for example, "xxxxx-xxxxx-xxxxx-xxxxx-xxxxx".	
SIMPLIFIEDUI	Turn on or off certain UI features of Workstation Player.	0
SOFTWAREUPDATEURL	Specifies a custom URL for managing software updates (separate from vmware.com).	
STARTMENU_SHORTCUT	Adds a Start menu item when Workstation Player is installed.	1
SUPPORTURL	Set a support URL or email alias specifically for your users to contact with product issues through the Workstation Player Help menu.	

Start Workstation Player

When you start Workstation Player, the Workstation Player window opens.

You might have a desktop shortcut, a quick launch shortcut, or a combination of these options in addition to a **Start** menu item.

Procedure

- ◆ Select **Start > Programs > VMware Player**.

Use the Workstation Player Window

You interact with Workstation Player and virtual machines through the Workstation Player window. The best way to learn how to use Workstation Player is to use it. The Workstation Player window is designed to be intuitive and easy to use.

Procedure

- ◆ Use the icons on the **Home** tab to create a new virtual machine, open an existing virtual machine, download a virtual appliance, or view the Workstation Player help system.
- ◆ Select a powered-off virtual machine in the library see the summary view.
The summary view shows a summary of configuration information and the virtual machine state. You can start the virtual machine and edit virtual machine settings from the summary view.
- ◆ Select a powered-off virtual machine in the library and click **Play virtual machine** to start the virtual machine and see the console view.
The console view is like the monitor display of a physical computer.
- ◆ Select a virtual machine in the library and use the **Virtual Machine** menu on the menu bar to perform all virtual machine operations for the selected virtual machine.

- ◆ When a virtual machine is powered on, use the icons on the status bar to perform actions on virtual devices such as hard disks, CD/DVD drives, floppy drives, and network adapters.

You can click or right-click on a removable device icon to connect or disconnect the device or edit its settings.

- ◆ Use the **About VMware Player** window to access information about your installation of Workstation Player, including license key information.

Click **Player > Help > About VMware Workstation Player**.

- If you have an individual license for Workstation Player, the key is displayed in the License Information section in the **Type** field. It is labeled *Individual* and is followed by your license key.
- If you have a version of Workstation Player licensed for multiple users, the **Type** field displays *Volume* and your license key is not displayed.
- If you did not enter a license for Workstation Player, the **Type** field displays *Not applicable* and a license key is not displayed.
- If you have an evaluation license key for Workstation Player, the **Type** field displays *Not applicable*. The date the evaluation license key expires is also displayed.

Transferring Files and Text

You can use the drag-and-drop and copy and paste features, shared folders, and mapped drives to transfer text and files between the host system and virtual machines.

Using the Drag-and-Drop Feature

You can use the drag-and-drop feature to move files and directories, email attachments, plain text, formatted text, and images between the host system and virtual machines.

You can drag files or directories between the following locations.

- File managers, such as Windows Explorer, on the host system and virtual machines.
- A file manager to an application that supports drag-and-drop.
- Applications, such as zip file managers, which support drag-and-drop extraction of individual files.
- Different virtual machines.

Dragging email attachments is especially useful in Unity mode.

When you drag a file or folder between the host and a virtual machine, Workstation Player copies the file or folder to the location where you drop it. For example, if you drop a file on the desktop icon of a word processor, the word processor opens a copy of the original file. The original file does not include changes that you make to the copy.

Initially, the application opens a copy of the file that is stored in the temp directory. On Windows, the temp directory is specified in the %TEMP% environment variable. On Linux and Solaris, the temp directory is /tmp/VMwareDnD. Save the file in a different directory to protect changes that you make.

Drag-and-Drop Requirements and Restrictions

The drag-and-drop feature has certain requirements and restrictions.

- You must install VMware Tools in a virtual machine to use the drag-and-drop feature.
- The drag-and-drop feature requires Linux hosts and guests to run X Windows and Solaris 10 guests to run an Xorg X server and JDS/Gnome.
- You can drag images between applications on Windows hosts and applications on Windows guests only. Dragging images is not supported for Linux hosts or guests.
- You can drag files and directories, email attachments, plain text, and formatted text between Linux and Windows hosts and Linux, Windows, and Solaris 10 guests only.
- Dragging email attachments is restricted to images or files smaller than 4 MB.
- Dragging plain text and formatted text (including the formatting) is restricted to amounts less than 4 MB.
- Dragging text is restricted to text in languages that can be represented by Unicode characters.
- Workstation Player uses the PNG format to encode images that are dragged. Dragging images is restricted to images smaller than 4 MB after conversion to PNG format.

Using the Copy and Paste Feature

You can cut, copy, and paste text between virtual machines and between applications running in virtual machines.

You can also cut, copy, and paste images, plain text, formatted text, and email attachments between applications running on the host system and applications running in virtual machines.

Copying and pasting email attachments is especially useful in Unity mode. Use the normal hot keys or menu choices to cut or copy and paste.

Copy and Paste Requirements and Restrictions

The copy and paste feature has certain requirements and restrictions.

- You must install VMware Tools in a virtual machine to use the copy and paste feature.
- The copy and paste feature works with Linux and Windows hosts and Linux, Windows, and Solaris 10 guests only.
- The copy and paste feature requires Linux hosts and guests to run X Windows and Solaris 10 guests to run an Xorg X server and JDS/Gnome.
- Copying and pasting email attachments is restricted to images or files smaller than 4 MB.

- Copying and pasting plain text and formatted text (including the formatting) is restricted to amounts less than 4MB.
- Copying and pasting text is restricted to text in languages that can be represented by Unicode characters.
- Workstation Player uses the PNG format to encode images that are copied and pasted. Copying and pasting images is restricted to images smaller than 4 MB after conversion to PNG format.
- You cannot copy and paste files between virtual machines.

Download a Virtual Appliance in Workstation Player

You can download a virtual appliance in Workstation Player. A virtual appliance is a prebuilt, preconfigured, and ready-to-run software application that is packaged with the operating system in a virtual machine.

Procedure

- ◆ Select **Player > File > Download a Virtual Appliance**.

Results

A Web browser opens to the Virtual Appliance Marketplace page on the VMware Web site. You can browse to and download virtual appliances from this page.

Remove a Virtual Machine from the Library in Workstation Player

When you open a virtual machine in Workstation Player, it is added to the virtual machine library. You can remove a virtual machine that you are not using from the library.

Removing a virtual machine from the library does not delete the virtual machine or any of its files from the host file system. The virtual machine is removed only from the library. If you open the virtual machine again, the virtual machine is added back to the library.

Prerequisites

Power off the virtual machine.

Procedure

- ◆ Select the virtual machine, right-click, and select **Remove VM from the Library**.

Results

The virtual machine is removed from the library without any confirmation.

Uninstall Workstation Player

You must uninstall the previous version of Workstation Player before you can install the latest version.

Procedure

- ◆ Use the Windows uninstall feature.

For example, on Windows 10, perform the following steps.

- a Select **Start > Control Panel > Programs and Features**
- b Right-click **VMware Workstation Player** and select **Change**.
- c In the Setup Wizard, click **Next**.
- d Click **Remove**, **Next**, and **Remove** again.

Changing Workstation Player Preference Settings

3

Workstation Player preference settings are global configuration settings that apply to Workstation Player and the virtual machines that you run in Workstation Player.

To change Workstation Player preference settings, select **Player > File > Preferences**.

This chapter includes the following topics:

- [Configuring Close Behavior Preference Settings](#)
- [Configuring Software Updates Settings](#)
- [Join or Leave the Customer Experience Improvement Program](#)
- [Configuring Virtual Printers](#)
- [Configuring USB Device Connection Behavior](#)
- [Configuring Workstation Player Color Theme Settings](#)

Configuring Close Behavior Preference Settings

Close behavior preference settings control what Workstation Player does with virtual machines when you close them.

To configure close behavior preference settings, select **File > Preferences**.

Table 3-1. Close Behavior Preference Settings

Setting	Description
Suspend the virtual machine	The virtual machine is suspended when you close it. The next time you start Workstation Player, the virtual machine resumes operation from the point at which it was suspended.
Power off the virtual machine	The virtual machines is powered off when you close it. The next time you start Workstation Player, the virtual machine is in a powered off state.
Leave the virtual machine running	The virtual machine remains running in the background when you close it. The next time you start Workstation Player, the virtual machine is in a powered on state.

Table 3-1. Close Behavior Preference Settings (continued)

Setting	Description
Confirm before closing a virtual machine	Workstation Player prompts you for confirmation when you close a virtual machine.
Return to the VM Library after closing a virtual machine	Workstation Player returns the virtual machines to the library after you close it. You can open another virtual machine or edit virtual machine settings.

Configuring Software Updates Settings

Software updates settings control when Workstation Player downloads software updates to the host system and whether it uses a proxy server to connect to the VMware Update Server.

To configure software updates settings, select **Player > File > Preferences**.

Table 3-2. Software Update Preference Settings

Setting	Description
Check for product updates on startup	Check for new versions of the application and installed components when you start Workstation Player. This setting is selected by default.
Check for new software components as needed	Check for a new version of a component when a component, such as VMware Tools, is required. When this setting is selected, Workstation Player verifies if a new version is available to download and install.
Download All Components Now	Manually download all of the available software components to the host system. Click this button if you are planning to use a virtual machine at a later time when you do not have access to the Internet.
Connection Settings	Click this button to configure a proxy server to connect to the VMware Update Server.

Configuring Connection Settings for a Proxy Server

You can configure connection settings to use a proxy server to connect to the VMware Update Server.

To configure proxy connection settings, select **Player > File > Preferences** and click **Connection Settings**.

Table 3-3. Connection Settings

Setting	Description
No proxy	Do not use a proxy server.
Windows proxy settings	(Windows hosts only) Workstation Player uses the host proxy settings from the Connections tab in the Internet Options control panel to access the VMware Update Server. Click Internet Options to set the guest connection options.

Table 3-3. Connection Settings (continued)

Setting	Description
System proxy settings	(Linux hosts only) Workstation Player uses the host proxy settings to access the VMware Update Server.
Manual proxy settings	Select an HTTP or SOCKS proxy, specify the proxy server address, and designate a port number to access the VMware Update Server.
Username and Password	The username and password to use for proxy server authentication. On Linux hosts, if either the Username or Password text box is blank, Workstation Player uses the username and password set in the gnome settings.

You must restart Workstation Player for proxy setting changes to take effect.

Understanding the Automatic Software Update Process

When you enable automatic software updates, you are always aware of the latest releases from VMware.

By keeping your software up-to-date, you can take advantage of new product features and performance improvements, ensure that your system includes the latest patches, and obtain timely support for new guest operating systems. You can enable the automatic software update feature when you install Workstation Player or by configuring Workstation Player preference settings. You can disable the feature at any time.

To determine if software updates are available, the VMware software updates feature securely sends the following anonymous information to VMware.

- A universal unique identifier (UUID), which it uses to identify each individual system
- The product name, the product version, and the build number
- Your host operating system name, version, and the locale setting

The VMware software updates feature does not collect any personal data, such as your name, address, telephone number, or mail address. Your product license key and MAC address are not sent to VMware, and VMware does not store your IP address with the data that it receives from you.

VMware might use the information it receives from the software update feature for product planning purposes. VMware limits access to your data and uses industry-standard controls to protect your information, including physical access controls, Internet firewalls, intrusion detection, and network monitoring.

The information collected by the VMware software updates feature is handled in accordance with [VMware Privacy Policy](#).

Join or Leave the Customer Experience Improvement Program

The VMware Customer Experience Improvement Program (CEIP) provides information to VMware. VMware uses the information to improve its products and services, to fix problems, and to advise you on how best to deploy and use VMware products.

Workstation Player participates in the VMware CEIP. Information about the data collected through CEIP and how VMware uses it are in the Trust & Assurance Center at <http://www.vmware.com/trustvmware/ceip.html>.

The CEIP appears the first time you start Workstation Player after you install the product. You must then make a selection. You can change your selection any time afterwards.

Procedure

- 1 Start Workstation Player.
- 2 Select **Player > File > Preferences**.
- 3 Join or leave the CEIP depending on the participation preference currently selected.

Option	Description
Join	Select Join the VMware Customer Experience Improvement Program .
Leave	Unselect Join the VMware Customer Experience Improvement Program .

Configuring Virtual Printers

You can configure Workstation Player to support virtual printing on all printers configured on the host.

Virtual printing is disabled by default. To enable or disable virtual printing, select **Player > File > Preferences** and in the Devices section, click **Change Settings**, then select **Enable virtual printers**. You must install the VMware Virtual Printer application on the virtual machine to enable printing. See [Enabling a Virtual Machine to Print to Host Printers](#). You must have administrator privileges to enable or disable virtual printers.

The Workstation Player printer feature uses VMware Virtual Printer technology to replicate the host system printer mapping in the virtual machine. When you enable the virtual machine printer, Workstation Player configures a virtual serial port to communicate with the host printers.

Note If any virtual printers are powered on when the **Enable virtual printers** option is selected, you must reboot the virtual machines, or suspend and resume them, for the setting to take effect.

Configuring USB Device Connection Behavior

You can configure Workstation Player for Windows to behave in one of the following ways when you connect a USB device to the Windows host machine.

- Ask you which machine you want to connect the device to.
- Automatically connect the device to the host.
- Automatically connect the device to the foreground virtual machine.

To configure USB device connection settings, select **Player > File > Preferences**. For an overview of connecting USB devices to virtual machines, see [Connecting USB Devices to Virtual Machines](#). For specific information about configuring the USB device connection settings, see [Configure USB Device Connection Behavior](#).

Configuring Workstation Player Color Theme Settings

The Color Theme setting controls how the Workstation Player main window appears on a Windows 10 host system.

Note The Color Theme setting is only available on Windows 10 1809 or later host systems.

Setting	Description
System (use app mode of HOS)	The Workstation Player window appears consistent with Windows 10 host's app mode color settings. This is the default setting.
Light	The Workstation Player window is set to the light mode theme.
Dark	The Workstation Player window is set to the dark mode theme.

Creating Virtual Machines in Workstation Player

4

You use the **New Virtual Machine** wizard to create virtual machines. The **New Virtual Machine** wizard guides you through the steps for setting up a new virtual machine, helping you set options and parameters.

To start the **New Virtual Machine** wizard, select **Player > File > New Virtual Machine**, or click **Create a New Virtual Machine** on the welcome page.

This chapter includes the following topics:

- [Understanding Virtual Machines](#)
- [Preparing to Create a Virtual Machine](#)
- [Create a Virtual Machine](#)
- [Use Easy Install to Install a Guest Operating System](#)
- [Install a Guest Operating System Manually](#)
- [Importing Virtual Machines](#)

Understanding Virtual Machines

A virtual machine is a software computer that, like a physical machine, runs an operating system and applications. A virtual machine uses the physical resources of the physical machine on which it runs, which is called the host system. Virtual machines have virtual devices that provide the same functionality as physical hardware, but with the additional benefits of portability, manageability, and security.

A virtual machine has an operating system and virtual resources that you manage in much the same way that you manage a physical computer. For example, you install an operating system in a virtual machine in the same way that you install an operating system on a physical computer. You must have a CD-ROM, DVD, or ISO image that contains the installation files from an operating system vendor.

Preparing to Create a Virtual Machine

When you create a virtual machine, you specify or accept defaults for a few basic virtual machine settings.

- How you want to install the guest operating system.
- A name for the virtual machine and a location for the virtual machine files.
- The size of the virtual disk and whether to split the disk into multiple virtual disk files.
- Whether to customize hardware settings, including memory allocation, number of virtual processors, and network connection type.

Selecting a Guest Operating System

The **New Virtual Machine** prompts you to select the source media for the operating system that will run inside the virtual machine. You can specify an installer disc inserted in a physical drive, an ISO image file, or you can instruct the **New Virtual Machine** wizard to create a virtual machine that has a blank hard disk.

If you select an installer disc or an ISO image file and the operating system supports Easy Install, the guest operating system installation is automated and VMware Tools is installed. If the installer disc or ISO image file contains a product key number and is already set up to perform an unattended installation, the only benefit of using Easy Install is the automatic installation of VMware Tools.

If you instruct the **New Virtual Machine** wizard to create a virtual machine that has a blank hard disk, the wizard prompts you to specify an operating system and version and you must install the guest operating system manually after the virtual machine is created. Workstation Player uses this information to set the appropriate default values, name files associated with the virtual machine, adjust performance settings, and work around special behaviors and bugs in the guest operating system. If the operating system you plan to install is not listed in the wizard, select **Other** for both the operating system and version.

If you are installing an operating system that supports Easy Install but you do not want to use Easy Install, you can instruct the wizard to create a virtual machine that has a blank disk and install the guest operating system manually.

Supported Guest Operating Systems

A guest operating system can be Windows, Linux, and other commonly used operating systems.

For the most recent list of guest operating systems that VMware products support, see the VMware Compatibility Guide site: <http://www.vmware.com/resources/compatibility/search.php>.

Workstation Player is not listed, but the information for Workstation Pro is applicable to Workstation Player. Operating systems that are not listed are not supported for use in a virtual machine.

For instructions about how to install the most common guest operating systems, see the *VMware Guest Operating System Installation Guide*: <http://partnerweb.vmware.com/GOSIG/home.html>.

Providing Easy Install Information

When the **New Virtual Wizard** detects an operating system that supports Easy Install, the wizard prompts you for information about the guest operating system. After the virtual machine is created, the guest operating system installation is automated and VMware Tools is installed.

For Windows guest operating systems, you must provide the following Easy Install information.

Table 4-1. Easy Install Information for Windows Guests

Easy Install Prompt	Description
Windows product key	(Optional) Type a product key unless the installation media contains a volume license product key. If you provide a product key here, you are not prompted to provide a product key when you install the guest operating system.
Version of Windows to install	Select the Windows operating system edition to install.
Full name	The name to use to register the guest operating system. Do not use the name Administrator or Guest. If you use one of these names, you must enter a different name when you install the guest operating system.
Password	(Optional) The password to use for an account with Administrator permissions on Windows operating systems other than Windows 2000. On Windows 2000, this is the password for the Administrator account. On Windows XP Home, an Administrator account without a password is created and you are automatically logged in to the guest operating system.
Log on automatically (requires a password)	(Optional) Save your login credentials and bypass the login dialog box when you power on the virtual machine. You must enter a name and password to use this feature.

For Linux guest operating systems, you must provide the following Easy Install information.

Table 4-2. Easy Install Information for Linux Guests

Prompt	Description
Full name	The name to use to register the guest operating system, if registration is required. Workstation Player uses the first name to create the host name for the virtual machine.
User name	Your user name. You can use lowercase letters, numbers, and dashes, but avoid using user names that begin with a dash. Do not use the name root. Some operating systems set up sudo access for this user and other operating systems require this user to use su to obtain root privileges.
Password	The password for the User name and the root user.

See [Use Easy Install to Install a Guest Operating System](#).

Specifying the Virtual Machine Name and File Location

The **New Virtual Machine** wizard prompts you for a virtual machine name and a directory for the virtual machine files.

The name of the default directory for virtual machine files is derived from the name of the guest operating system, for example, Microsoft Windows 10 x64.

For standard virtual machines, the default directory for virtual machine files is located in the virtual machine directory. For best performance, do not place the virtual machines directory on a network drive. If other users need to access the virtual machine, consider placing the virtual machine files in a location that is accessible to those users.

For shared virtual machines, the default directory for virtual machine files is located in the shared virtual machines directory. Shared virtual machine files must reside in the shared virtual machines directory.

Virtual Machines Directory

Workstation Player stores standard virtual machines in the virtual machines directory.

The default location of the virtual machines directory depends on the host operating system.

Table 4-3. Default Virtual Machines Directory

Host Operating System	Default Location
Windows Server 2008 R2 Windows Server 2012 R2	C:\Documents and Settings\ <i>username</i> \My Documents\My Virtual Machines <i>username</i> is the name of the currently logged-in user.
Windows 7 Windows 8 Windows 10	C:\Users\ <i>username</i> \Documents\Virtual Machines <i>username</i> is the name of the currently logged in user.
Linux	<i>homedir</i> /vmware <i>homedir</i> is the home directory of the currently logged in user.

Specifying Disk Capacity for a Virtual Machine

If you instruct the **New Virtual Machine** wizard to create a new virtual disk during a custom configuration, the wizard prompts you to set the size of the virtual disk and specify whether to split the disk into multiple virtual disk (.vmdk) files.

A virtual disk is made up of one or more virtual disk files. Virtual disk files store the contents of the virtual machine hard disk drive. Almost all of the file content is virtual machine data. A small portion of the file is allotted to virtual machine overhead. If the virtual machine is connected directly to a physical disk, the virtual disk file stores information about the partitions that the virtual machine is allowed to access.

You can set a size between 0.001 GB and 8 TB for a virtual disk file. You can also select whether to store a virtual disk as a single file or split it into multiple files.

Select **Split virtual disk into multiple files** if the virtual disk is stored on a file system that has a file size limitation. When you split a virtual disk less than 950 GB, a series of 2-GB virtual disk files are created. When you split a virtual disk greater than 950 GB, two virtual disk files are created. The maximum size of the first virtual disk file is 1.9 TB and the second virtual disk file stores the rest of the data.

Disk space is not preallocated for the disk. The actual files that the virtual disk uses start small and expand to their maximum size as needed. The main advantage of this approach is the smaller file size. Smaller files require less disk space and are easier to move to a new location.

After you create a virtual machine, you can edit virtual disk settings and add additional virtual disks.

Disk Size Compatibility

The size of a virtual disk is limited to 8 TB. However, your hardware version, bus type, and controller type also impact the size of your virtual disks.

Workstation Hardware Version	Bus Type	Controller Type	Maximum Disk Size
10, 11, 12, 14	IDE	ATAPI	8192 GB (8TB)
10, 11, 12, 14	SCSI	BusLogic	2040 GB (2TB)
10, 11, 12, 14	SCSI	LSI Logic	8192 GB (8TB)
10, 11, 12, 14	SCSI	LSI Logic SAS	8192 GB (8TB)
10, 11, 12, 14	SATA	AHCI	8192 GB (8TB)
14	NVMe	NVMe	8192 GB (8TB)
9, 8, 7, 6.5	All	All	2040 GB (2TB)
6.0, 5	All	All	950 GB

To discover your SCSI controller type, open the virtual machine .vmx file. The value of the setting `scsi0.virtualDev` determines your SCSI controller type.

Value	SCSI Controller Type
Blank or not present	BusLogic
lsilogic	LSI Logic
lsisas1068	LSI Logic SAS

Customizing Virtual Machine Hardware

You can click **Customize Hardware** on the last page of the **New Virtual Machine** wizard to customize the virtual machine hardware.

You can change the default hardware settings, including memory allocation, number of virtual CPUs, CD/DVD and floppy drive settings, and the network connection type.

Worksheet for Creating a Typical Virtual Machine

You can print this worksheet and write the values to specify when you create a typical virtual machine.

Table 4-4. Worksheet: Typical Virtual Machine

Option	Write Your Value Here
Guest operating system source	
Guest operating system type for manual installation	
Easy Install information for Windows guests	
■ Product key	
■ Operating system version	
■ Full name	
■ Password	
■ Credentials for automatic login	
Easy Install information for Linux guests	
■ Full name	
■ User name	
■ Password	
Virtual machine name	
Virtual machine location	
Disk capacity	

Create a Virtual Machine

You create a virtual machine in Workstation Player by running the **New Virtual Machine** wizard.

Prerequisites

- Verify that you have the information the **New Virtual Machine** wizard requires to create a virtual machine. See [Preparing to Create a Virtual Machine](#).
- Verify that the guest operating system you plan to install is supported. See the online VMware Compatibility Guide, which is available on the VMware Web site.
- See the *VMware Guest Operating System Installation Guide* for information about the guest operating system you plan to install.
- If you are installing the guest operating system from an installer disc, insert the installer disc in the CD-ROM drive in the host system.
- If you are installing the guest operating system from an ISO image file, verify that the ISO image file is in a directory that is accessible to the host system.

Procedure

- 1 Select **Player > File > New Virtual Machine**.

2 Select the source of the guest operating system.

Option	Description
Use a physical disc	Select the physical drive where you inserted the installation disc.
Use an ISO image	Type or browse to the location of the ISO image file.
Install the guest operating system later	Create a virtual machine that has a blank disk. You must install the guest operating system manually after the virtual machine is created.

3 Specify information about the guest operating system.

Option	Description
You are using Easy Install	Type the Easy Install information for the guest operating system.
You are not using Easy Install	Select the guest operating system type and version. If the guest operating system is not listed, select Other .

4 Type a virtual machine name and type or browse to the directory for the virtual machine files.

5 Select the virtual disk size and specify whether the disk should be split into multiple files.

6 (Optional) Click **Customize Hardware** to change the default hardware settings.

You can also modify virtual hardware settings after you create the virtual machine.

7 (Optional) Select **Power on this virtual machine after creation** to power on the virtual machine after it is created.

This option is not available if you are installing the guest operating system manually.

8 Click **Finish** to create the virtual machine.

Results

If you are using Easy Install, guest operating system installation begins when the virtual machine powers on. The guest operating system installation is automated and typically runs without requiring any input from you. After the guest operating system is installed, Easy Install installs VMware Tools.

If you are not using Easy Install, the virtual machine appears in the library.

What to do next

If you used Easy Install and the virtual machine did not power on when the installation finished, power on the virtual machine to start the guest operating system installation. See [Use Easy Install to Install a Guest Operating System](#).

If you did not use Easy Install, install the guest operating system manually. See [Install a Guest Operating System Manually](#).

Use Easy Install to Install a Guest Operating System

When you use Easy Install, you usually do not need to provide information during guest operating system installation.

If you did not provide all of the Easy Install information in the **New Virtual Machine** wizard, you might be prompted for a product key, username, or password.

Also, if the guest operating system installation consists of multiple discs or ISO image files, the installer might prompt you for the next disk.

Procedure

- ◆ If the installer prompts you for a product key, username, or password, click in the virtual machine window and type the required information.
Mouse and keyboard input are captured by the virtual machine.
- ◆ If you are using physical discs and the installer prompts you for the next disk, use the CD-ROM or DVD drive on the host system.
- ◆ If you are using multiple ISO image files and the installer prompts you for the next disk, select the next ISO image file.

Option	Description
Windows host	Click Change Disk and browse to the next ISO image file.
Linux host	<ol style="list-style-type: none"> a Select Virtual Machine > Removable Devices > CD/DVD > Settings and browse to the next ISO image file. b Select Connected. c Click Save.

Install a Guest Operating System Manually

Installing a guest operating system in a virtual machine is similar to installing an operating system on a physical computer. If you do not use Easy Install when you create a virtual machine in the **New Virtual Machine** wizard, you must install the guest operating system manually.

You can install a guest operating system from an installer disc or ISO image file. You can also use a PXE server to install the guest operating system over a network connection. If the host configuration does not permit the virtual machine to boot from an installer disc, you can create an ISO image file from the installer disc.

Prerequisites

- Verify that the operating system is supported. See the online VMware Compatibility Guide on the VMware Web site.
- See the *VMware Guest Operating System Installation Guide* for information on the guest operating system that you are installing.

Procedure

- 1 If you are installing the guest operating system from an installer disc, configure the virtual machine to use a physical CD-ROM or DVD drive and configure the drive to connect at power on.
 - a Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
 - b On the **Hardware** tab, select **CD/DVD drive**.
 - c Select **Connect at power on**.
 - d Select **Use physical drive** and select a the drive.
 - e Click **OK** to save your changes.
- 2 If you are installing the guest operating system from an ISO image file, configure the CD/DVD drive in the virtual machine to point to the ISO image file and configure the drive to connect at power on.
 - a Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
 - b On the **Hardware** tab, select **CD/DVD drive**.
 - c Select **Connect at power on**.
 - d Select **Use ISO image file** and browse to the location of the ISO image file.
 - e Click **OK** to save your changes.
- 3 If you are installing the guest operating system from an installer disc, insert the disc in the CD-ROM or DVD drive.
- 4 Power on the virtual machine.
- 5 Follow the installation instructions provided by the operating system vendor.
- 6 If the operating system consists of multiple installer discs and you are prompted to insert the next disc, insert the next disc in the physical drive.
- 7 If the operating system consists of multiple ISO image files, select the image file for the next CD.
 - a Select **Player > Removable Devices > CD/DVD > Disconnect** and disconnect from the current ISO image file..
 - b Select **Player > Removable Devices > CD/DVD > Settings** and select the next ISO image file.
 - c Select **Connected** and click **OK**.
- 8 Use the standard tools in the operating system to configure its settings.

What to do next

Install VMware Tools. You should install VMware Tools before you activate the license for the operating system. See [Installing VMware Tools](#).

Importing Virtual Machines

You can import virtual machines in other formats into Workstation Player.

Import an Open Virtualization Format Virtual Machine

You can import an Open Virtualization Format (OVF) virtual machine and run it in Workstation Player. Workstation Player converts the virtual machine from OVF format to VMware runtime (.vmx) format. You can import both .ovf and .ova files.

OVF is a platform-independent, efficient, extensible, and open packaging and distribution format for virtual machines. For example, you can import OVF virtual machines exported from VMware Fusion™ or Oracle VM VirtualBox into Workstation Player. You can import OVF 1.x files only.

You can also use the standalone OVF Tool to convert an OVF virtual machine to VMware runtime format. The standalone version of the OVF Tool is installed in the Workstation Player installation directory under OVFTool. See the *OVF Tool User Guide* on the VMware Web site for information on using the OVF Tool.

Procedure

- 1 In Workstation Player, select **Player > File > Open**.
- 2 Browse to the .ovf or .ova file and click **Open**.
- 3 Type a name for the virtual machine, type or browse to the directory for the virtual machine files, and click **Import**.

Workstation Player performs OVF specification conformance and virtual hardware compliance checks. A status bar indicates the progress of the import process.

- 4 If the import fails, click **Retry** to try again, or click **Cancel** to cancel the import.

If you retry the import, Workstation Player relaxes the OVF specification conformance and virtual hardware compliance checks and you might not be able to use the virtual machine in Workstation Player.

Results

After Workstation Player successfully imports the OVF virtual machine, the virtual machine appears in the virtual machine library.

Import a VMware vCenter Server Appliance

You can import a VMware vCenter® Server Appliance™ and run it in Workstation Player. You can import both .ovf and .ova files.

Procedure

- 1 In Workstation Player, select **Player > File > Open**.
- 2 Browse to the vCenter Server Appliance .ovf or .ova file and click **Open**.

- 3 Select the license agreement check box and click **Next**.
- 4 Continue through the wizard, responding to prompts and clicking through to the next dialog box.
- 5 If the import fails, click **Retry** to try again, or click **Cancel** to cancel the import.

If you retry the import, Workstation Player relaxes the OVF specification conformance and virtual hardware compliance checks and you might not be able to use the virtual machine in Workstation Player.

Results

After Workstation Player successfully imports the vCenter Server Appliance as a virtual machine, the virtual machine appears in the virtual machine library. Workstation Player then powers on the virtual machine and applies the vCenter Server Appliance configuration.

Running Workstation on a Hyper-V Enabled Host

5

The traditional implementation of Workstation Player relies on direct access to specific hardware features of the x86 microprocessor.

These features, generally called Intel VT or AMD-V, are also used by recent versions of Windows that support Hyper-V. Also, it is not possible to run traditional Workstation Player on a Windows host with the Hyper-V capability enabled because some Windows features like the virtualization-based security (or VBS), are built on top of Hyper-V. Therefore, a VBS-enabled Windows host is also incompatible with traditional Workstation Player.

Note This feature is only available in 15.5.5 version of Workstation Player.

System Requirements

Processor Requirements for Host System

- Intel Sandy Bridge or newer CPU
- AMD Bulldozer or newer CPU

Supported Host Operating Systems

- Windows 10 20H1 build 19041.264 or newer

Note For all other Windows host versions, Hyper-V must be disabled for Workstation Player to power on VMs.

This chapter includes the following topics:

- [Host VBS Mode on Workstation](#)
- [Host VBS Mode Compatibility with Windows Version](#)
- [Limitations of Host VBS Mode](#)
- [Limitations in the VMs Suspend/Resume Operation](#)

Host VBS Mode on Workstation

A special mode of operation called Host VBS Mode is introduced so Workstation Player can work with Windows.

In the Host VBS Mode, Workstation Player uses a set of newly introduced Windows 10 features (Windows Hypervisor Platform) that permits the use of VT/AMD-V features, which enables Workstation Player and Hyper-V to coexist. And because VBS is built on Hyper-V, Windows hosts with VBS enabled can now power on VM in Workstation Player successfully.

Host VBS Mode Compatibility with Windows Version

Host VBS Mode is automatically enabled whenever Workstation Player is launched on a suitably capable Windows 10 (or later) host with Hyper-V enabled.

If Hyper-V is disabled, Workstation Player operates in its traditional mode. And if Hyper-V is enabled, but the WHP feature is not sufficiently recent or not installed, Workstation Player fails to start.

Note WHP is not supported on the Windows Server editions. Therefore, Workstation Player host VBS mode is not available on these editions.

Limitations of Host VBS Mode

A Workstation Player VM running in Host VBS Mode has functional limitations when compared to the VM running in traditional mode.

Depending on the workload, a Host VBS Mode VM can run slower when compared to a VM in traditional mode. The limitations and use overhead introduced by the WHP feature set causes these issues.

Here is a list of functional limitations of a Workstation Player VM running in Host VBS Mode:

- Nested VMs are not supported:
x86 virtualization features (Intel VT / AMD-V) are unavailable to a guest running on a Host VBS Mode VM. Therefore such VMs cannot themselves run Windows with Hyper-V or VBS enabled.
- PMCs are not supported:
x86 performance monitoring counters (PMCs) are unavailable.
- RTM and HLE are not supported:
Restricted transactional memory and hardware lock elision capabilities are not available.
- PKU is not supported:
User-mode protection keys capability is not available.

Limitations in the VMs Suspend/Resume Operation

When Resuming a suspended VM or reverting to a snapshot created in power-on or suspend states, Workstation Player compares the CPU features with which the VM was created against the features actually available to the host environment running Workstation Player.

If features requested during the VM creation are unavailable on the host environment, the VM resume operation fails. This ensures that a guest does not attempt to use unimplemented features. Because some CPU features are not supported in Host VBS Mode, attempting to resume suspended VMs or snapshots that were initially created on previous versions of Workstation Player may fail.

For example, consider a physical PC that supports the RTM feature. A VM created with RTM enabled, will power on with RTM available to it, when Workstation Player is running in traditional mode. However, the same VM running on the same PC will power on with RTM disabled, if Workstation Player is in Host VBS Mode. This is because, as previously listed in the functional limitations list, Host VBS Mode does not support RTM.

Now consider a suspended VM which has a particular feature enabled is resumed some time later. If the particular feature is not available on the host environment of the resumed VM, the expected behavior is that the resume operation fails.

Note The resume operation can fail on the same physical hardware, when the VM is suspended while operating in traditional mode and the resumed while in Host VBS Mode.

For example:

- 1 Create a VM with RTM enabled.
- 2 Start Workstation Player with Hyper-V disabled and power on the VM on a physical hardware that supports RTM.
- 3 Suspend the VM at some point after it is powered on.
- 4 Enable Hyper-V. (The physical machine must be rebooted and Workstation Player must be relaunched.)
- 5 Resume the suspended VM.
- 6 The resume operation fails.

Even though the physical hardware is the same, the resume operation fails because RTM is no longer supported in Host VBS Mode.

Note If the VM is launched with Hyper-V enabled, the VM will not have the RTM capability, and so the suspended image created will also be RTM-free. Regardless of whether Hyper-V is disabled or left enabled, the resume VM operation will succeed.

Installing and Upgrading VMware Tools

6

Installing VMware Tools is part of the process of creating a new virtual machine. Upgrading VMware Tools is part of the process of keeping virtual machines up to current standards.

For the best performance and latest updates, install or upgrade VMware Tools to match the version of Workstation Player that you are using. Other compatibility options are also available.

For more information about using VMware Tools, see *Installing and Configuring VMware Tools* at <http://www.vmware.com/pdf/vmware-tools-installation-configuration.pdf>.

This chapter includes the following topics:

- [Installing VMware Tools](#)
- [Upgrading VMware Tools](#)
- [Configure Software Update Preferences](#)
- [Configure VMware Tools Updates for a Specific Virtual Machine](#)
- [Manually Installing and Upgrading VMware Tools](#)
- [Starting the VMware User Process Manually If You Do Not Use a Session Manager](#)
- [Uninstalling VMware Tools](#)

Installing VMware Tools

Installing VMware Tools is part of the process of creating a new virtual machine, and upgrading VMware Tools is part of the process of keeping your virtual machine up to current standards. Although your guest operating systems can run without VMware Tools, many VMware features are not available until you install VMware Tools. When you install VMware Tools, the utilities in the suite enhance the performance of the guest operating system in your virtual machine and improve the management of your virtual machines.

For information about creating virtual machines, see the documentation for the applicable VMware product.

The installers for VMware Tools are ISO image files. The CD-ROM in your guest operating system detects the ISO image file. Each type of guest operating system, including Windows, Linux, and Mac OS X, has an ISO image file. When you select the command to install or upgrade VMware Tools, the virtual machine's first virtual CD-ROM disk drive temporarily connects to the VMware Tools ISO file for your guest operating system.

You can use the Windows Easy Install or Linux Easy Install feature to install VMware Tools as soon as the operating system is finished installing.

The most recent versions of the ISO files are stored on a VMware Web site. When you select the command to install or upgrade VMware Tools, the VMware product determines whether it has downloaded the most recent version of the ISO file for the specific operating system. If the latest version has not been downloaded or if no VMware Tools ISO file for that operating system has ever been downloaded, you are prompted to download the file.

- VMware Tools installer from `windows.iso` automatically detects the windows version. It does not proceed with the installation on guest operating systems earlier than Windows Vista.
- VMware Tools installer from `winPreVista.iso` does not proceed with the installation on Windows Vista and later.
- VMware Tools installer from `linux.iso` does not proceed with installation on Linux guest operating system versions earlier than RHEL5, SLES 11, Ubuntu 10.04, and other Linux distributions with `glibc` version earlier than 2.5.
- VMware Tools installer from `darwinPre15.iso` does not proceed with installation on MAC OS X guest operating systems versions 10.11 or later.
- VMware Tools installer from `darwin.iso` does not proceed with installation on MAC OS X guest operating systems versions earlier than 10.11.

The installation procedure varies, depending on the operating system. For information about installing or upgrading VMware Tools on your guest operating systems, see the topic about upgrading virtual machines in the *Virtual Machine Administration Guide*. For general instructions about installing VMware Tools, see the VMware Knowledge base article <http://kb.vmware.com/kb/1014294>.

Upgrading VMware Tools

You can upgrade VMware Tools manually, or you can configure virtual machines to check for and install newer versions of VMware Tools.

The guest operating system checks the version of VMware Tools when you power on a virtual machine. The status bar of your virtual machine displays a message when a new version is available.

For vSphere virtual machines,

A newer version of Tools is available for this VM

is displayed when the installed version of VMware Tools is out of date.

In Windows virtual machines, you can set VMware Tools to notify you when an upgrade is available. If this notification option is enabled, the VMware Tools icon in the Windows taskbar includes a yellow caution icon when a VMware Tools upgrade is available.

To install a VMware Tools upgrade, you can use the same procedure that you used for installing VMware Tools the first time. Upgrading VMware Tools means installing a new version.

For Windows and Linux guest operating systems, you can configure the virtual machine to automatically upgrade VMware Tools. Although the version check is performed when you power on the virtual machine, on Windows guest operating systems, the automatic upgrade occurs when you power off or restart the virtual machine. The status bar displays the message **Installing VMware Tools ...** when an upgrade is in progress. The procedure is mentioned below.

Note Upgrading VMware Tools on Windows guest operation systems automatically installs the WDDM graphics drivers. The WDDM graphics driver allows the sleep mode available in guest OS power settings to adjust the sleep options. For example, you can use the sleep mode setting **Change when the computer sleeps** to configure your guest OS to automatically go to sleep mode after a certain time or prevent your guest OS from automatically switching to sleep mode after being idle for some time.

Some features in a particular release of a VMware product might depend on installing or upgrading to the version of VMware Tools included in that release. Upgrading to the latest version of VMware Tools is not always necessary. Newer versions of VMware Tools are compatible with several host versions. To avoid unnecessary upgrades, evaluate whether the added features and capabilities are necessary for your environment.

Configure Software Update Preferences

You can configure Workstation Player to automatically download software updates, including new versions of VMware Tools. When you select automatic software updates, Workstation Player always includes the latest support for guest operating systems and virtual machines always have the latest version of VMware Tools.

Procedure

- 1 Select **Player > File > Preferences**.

2 Select when Workstation Player checks for software updates.

You can select one, both, or neither option. If you deselect all of the software update options, automatic software updates are disabled.

Option	Description
Check for product updates on startup	Checks for new versions of Workstation Player available to download and install when you start Workstation Player. This option is enabled by default. If you do not select this option, your system does not get the latest product updates.
Check for software components as needed	When a software component is required, for example, when you install VMware Tools, Workstation Player checks for a new version of the component.
Download All Components Now	Immediately download all of the available software components to the host system. This option is useful if you are planning to use the virtual machine at a later time when you do not have access to the Internet.

3 If you use a proxy server to connect to the VMware Update Server, click **Connection Settings** to configure the proxy settings.

Option	Description
No proxy	Select this option if you do not use a proxy server. This is the default setting.
Windows proxy settings	Workstation Player uses the host proxy settings from the Connections tab in the Internet Options control panel to access the VMware Update Server. <ul style="list-style-type: none"> a Click Internet Options to set the guest connection options. b Type a user name and password to use for proxy server authentication. If you leave either the Username or the Password text box blank, Workstation Player does not use either value.
Manual proxy settings	<ul style="list-style-type: none"> a Select HTTP or SOCKS, specify the proxy server address and designate a port number to access the VMware Update Server. b Type a username and password to use for proxy authentication. If you leave either the Username or the Password text box blank, Workstation Player does not use either value (Windows hosts) or it uses the username and password set in the gnome settings (Linux hosts).

4 Click **OK** to save your changes.

Configure VMware Tools Updates for a Specific Virtual Machine

You can configure virtual machines that have Windows or Linux guest operating systems to update VMware Tools automatically. For other guest operating systems, you must manually update VMware Tools.

Automatic VMware Tools updates are supported for versions of VMware Tools included in Workstation 5.5 and later virtual machines only. Automatic updates are not supported for versions of VMware Tools included in virtual machines created with VMware Server 1.x.

Important If you update VMware Tools in a Windows virtual machine that was created with Workstation 4 or 5.x, some new components are not installed. To install the new components, you must uninstall the old version of VMware Tools and install the new version of VMware Tools.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Options** tab, select **VMware Tools**.
- 3 Select a VMware Tools update setting.

Option	Description
Update manually (do nothing)	You must update VMware Tools manually. The virtual machine status bar indicates when a new version of VMware Tools is available.
Update automatically	VMware Tools is updated automatically. The virtual machine status bar indicates when an update is in progress. If you are logged in to a Windows guest, a restart prompt appears after the update is complete. If you are not logged in, the operating system restarts without prompting. An auto-update check is performed as part of the boot sequence when you power on the virtual machine. If the virtual machine was suspended and you resume it or restore it to a snapshot during the boot sequence before this check, the automatic update occurs as planned. If you resume the virtual machine or restore it to a snapshot after the check, the automatic update does not occur.
Use application default (currently update manually)	Use the default VMware Tools update behavior. The default behavior is set in Workstation Player preferences.

- 4 Click **OK** to save your changes.

Manually Installing and Upgrading VMware Tools

You can manually install or upgrade VMware Tools on Windows, Linux, NetWare, Solaris, and FreeBSD virtual machines.

If you are installing VMware Tools in a number of Windows virtual machines, you can automate its installation by using the VMware Tools setup.exe at a command prompt in the guest operating system. See *Installing and Configuring VMware Tools* at <http://www.vmware.com/pdf/vmware-tools-installation-configuration.pdf> for more information.

Manually Installing VMware Tools on a Windows Virtual Machine

Guest operating system Windows 2000 and earlier, Windows XP, Windows Server 2003, Windows Vista, and later support VMware Tools.

Prerequisites

- Power on the virtual machine.
- Verify that the guest operating system is running.
- If you connected the virtual machine's virtual CD/DVD drive to an ISO image file when you installed the operating system, change the setting so that the virtual CD/DVD drive is configured to autodetect a physical drive.

The autodetect setting enables the virtual machine's first virtual CD/DVD drive to detect and connect to the VMware Tools ISO file for a VMware Tools installation. This ISO file is detected as a physical CD by your guest operating system. Use the virtual machine settings editor to set the CD/DVD drive to autodetect a physical drive.

- Log in as an administrator unless you are using an older Windows operating system. Any user can install VMware Tools in a Windows 95, Windows 98, or Windows ME guest operating system. For operating systems later than these, you must log in as an administrator.
- The AppDefense component is not installed by default. You must perform a custom installation and include that component.

Procedure

- 1 On the host, from the Workstation Player menu bar, select **Player > Manage > Install VMware Tools**.

If an earlier version of VMware Tools is installed, the menu item is **Update VMware Tools**.

- 2 If you are installing VMware Tools for the first time, click **OK** on the Install VMware Tools information page.

If autorun is enabled for the CD-ROM drive on the guest operating system, the VMware Tools installation wizard starts.

If autorun is not enabled, to manually launch the wizard, click **Start > Run** and enter **D:\setup.exe**, where **D:** is your first virtual CD-ROM drive. Use **D:\setup64.exe** for 64-bit Windows guest operating system.

- 3 Follow the on-screen prompts.
- 4 If the New Hardware wizard appears, follow the prompts and accept the defaults.

Note If you are installing a beta or RC version of VMware Tools and you see a warning that a package or driver is not signed, click **Install Anyway** to complete the installation.

- 5 When prompted, reboot the virtual machine.

Results

What to do next

If a new virtual hardware version is available for the virtual machine, upgrade the virtual hardware.

Manually Installing VMware Tools on a Linux Virtual Machine

It is recommended that you use Open VM Tools in Linux virtual machines.

For more information about Linux distributions supported by Open VM Tools, see <https://github.com/vmware/open-vm-tools/blob/master/README.md> and the VMware Compatibility Guide at <https://www.vmware.com/resources/compatibility/search.php>.

VMware Tar Tool for Linux virtual machine is feature-frozen at version 10.3.10, so the tar tools (linux.iso) included in Workstation Player is 10.3.10 and will not be updated. Due to this change, the **Install/Update/Reinstall VMware Tools** menu is disabled for the following Linux virtual machines:

- Modern Linux distributions not officially supported by tar tools.
 - Red Hat Enterprise Linux 8 and later releases.
 - CentOS 8 and later releases.
 - Oracle Linux 8 and later releases.
 - SUSE Linux Enterprise 15 and later releases.
- Linux kernel version is 4.0 or later, and the version of the installed Open VM Tools is 10.0.0 or later.
- Linux kernel version is 3.10 or later, and the version of the installed Open VM Tools is 10.3.0 or later.

For the Linux virtual machines that have Open VM Tools installed but are not in the scope mentioned in the preceding bullet, **Install/Update/Reinstall VMware Tools** menu is enabled, so that you can install bundled tar tools on top of Open VM Tools to get Shared Folder (HGFS) feature support.

For old Linux virtual machines not supported by Open VM Tools, perform the following steps to install tar tools.

Prerequisites

- Power on the virtual machine.
- Verify that the guest operating system is running.
- Because the VMware Tools installer is written in Perl, verify that Perl is installed in the guest operating system.

Procedure

- 1 On the host, from the Workstation Player menu bar, select **Player > Manage > Install VMware Tools**.

If an earlier version of VMware Tools is installed, the menu item is **Update VMware Tools**.

- 2 In the virtual machine, open a terminal window.
- 3 Run the `mount` command with no arguments to determine whether your Linux distribution automatically mounted the VMware Tools virtual CD-ROM image.

If the CD-ROM device is mounted, the CD-ROM device and its mount point are listed in a manner similar to the following output:

```
/dev/cdrom on /mnt/cdrom type iso9660 (ro,nosuid,nodev)
```

- 4 If the VMware Tools virtual CD-ROM image is not mounted, mount the CD-ROM drive.
 - a If a mount point directory does not already exist, create it.

```
mkdir /mnt/cdrom
```

Some Linux distributions use different mount point names. For example, on some distributions the mount point is `/media/VMware Tools` rather than `/mnt/cdrom`. Modify the command to reflect the conventions that your distribution uses.

- b Mount the CD-ROM drive.

```
mount /dev/cdrom /mnt/cdrom
```

Some Linux distributions use different device names or organize the `/dev` directory differently. If your CD-ROM drive is not `/dev/cdrom` or if the mount point for a CD-ROM is not `/mnt/cdrom`, modify the command to reflect the conventions that your distribution uses.

- 5 Change to a working directory, for example, `/tmp`.

```
cd /tmp
```

- 6 (Optional) Delete any previous `vmware-tools-distrib` directory before you install VMware Tools.

The location of this directory depends on where you placed it during the previous installation. Often this directory is placed in `/tmp/vmware-tools-distrib`.

- 7 List the contents of the mount point directory and note the file name of the VMware Tools tar installer.

```
ls mount-point
```

8 Uncompress the installer.

```
tar xzpf /mnt/cdrom/VMwareTools-x.x.x-yyy.yyy.tar.gz
```

The value x.x.x is the product version number, and yyy.yyy is the build number of the product release.

9 If necessary, unmount the CD-ROM image.

```
umount /dev/cdrom
```

If your Linux distribution automatically mounted the CD-ROM, you do not need to unmount the image.

10 Run the installer and configure VMware Tools as a root user

```
cd vmware-tools-distrib
sudo ./vmware-install.pl
```

Usually, the `vmware-config-tools.pl` configuration file runs after the installer file finishes running. If you attempt to install a tar installation over an RPM installation, or the reverse, the installer detects the previous installation and must convert the installer database format before continuing.

Note For newer Linux distributions, users are prompted to choose the integrated open-vm-tools.

11 Follow the prompts to accept the default values, if appropriate for your configuration.**12** Follow the instructions at the end of the script.

Depending on the features you use, these instructions can include restarting the X session, restarting networking, logging in again, and starting the VMware User process. You can alternatively reboot the guest operating system to accomplish all these tasks.

What to do next

If a new virtual hardware version is available for the virtual machine, upgrade the virtual hardware.

Manually Installing VMware Tools on a NetWare Virtual Machine

For NetWare virtual machines, you manually install or upgrade VMware Tools by using the command line.

Prerequisites

- Power on the virtual machine.
- Verify that the guest operating system is running.

- Because the VMware Tools installer is written in Perl, verify that Perl is installed in the guest operating system.

Note VMware Tools 10.1.0 does not support the NetWare operating system.

Procedure

- 1 On the host, from the Workstation Player menu bar, select **Player > Manage > Install VMware Tools**.

If an earlier version of VMware Tools is installed, the menu item is **Update VMware Tools**.

- 2 Load the CD-ROM driver so that the virtual CD-ROM device mounts the ISO image as a volume.

Operating System	Command
NetWare 6.5	LOAD CDDVD
NetWare 6.0 or NetWare 5.1	LOAD CD9660.NSS
NetWare 4.2 (not available in vSphere)	load cdrom

When the installation finishes, the message **VMware Tools for NetWare are now running** appears in the Logger Screen for NetWare 6.5 and NetWare 6.0 guest operating systems and in the Console Screen for NetWare 4.2 and 5.1 operating systems.

- 3 If the VMware Tools virtual disc (`netware.iso`) is attached to the virtual machine, right-click the CD-ROM icon in the status bar of the console window and select **Disconnect**.

What to do next

If a new virtual hardware version is available for the virtual machine, upgrade the virtual hardware.

Manually Installing VMware Tools on a Solaris Virtual Machine

For Solaris virtual machines, you manually install or upgrade VMware Tools by using the command line.

Prerequisites

- Power on the virtual machine.
- Verify that the guest operating system is running.
- Because the VMware Tools installer is written in Perl, verify that Perl is installed in the guest operating system.

Procedure

- 1 On the host, from the Workstation Player menu bar, select **Player > Manage > Install VMware Tools**.

If an earlier version of VMware Tools is installed, the menu item is **Update VMware Tools**.

- 2 In the virtual machine, log in to the guest operating system as root and open a terminal window.
- 3 If the Solaris volume manager does not mount the CD-ROM under `/cdrom/vmwaretools`, restart the volume manager.

```
/etc/init.d/volmgt stop
/etc/init.d/volmgt start
```

- 4 Change to a working directory, for example, `/tmp`.

```
cd /tmp
```

- 5 Extract VMware Tools.

```
gunzip -c /cdrom/vmwaretools/vmware-solaris-tools.tar.gz | tar xf -
```

- 6 Run the installer and configure VMware Tools.

```
cd vmware-tools-distrib
./vmware-install.pl
```

Usually, the `vmware-config-tools.pl` configuration file runs after the installer file finishes running.

- 7 Follow the prompts to accept the default values, if appropriate for your configuration.
- 8 Follow the instructions at the end of the script.

Depending on the features you use, these instructions can include restarting the X session, restarting networking, logging in again, and starting the VMware User process. You can alternatively reboot the guest operating system to accomplish all these tasks.

Results**What to do next**

If a new virtual hardware version is available for the virtual machine, upgrade the virtual hardware.

Manually Installing VMware Tools on a FreeBSD Virtual Machine

For FreeBSD virtual machines, you manually install or upgrade VMware Tools by using the command line.

Prerequisites

- Power on the virtual machine.
- Verify that the guest operating system is running.
- Because the VMware Tools installer is written in Perl, verify that Perl is installed in the guest operating system.

Procedure

- 1 On the host, from the Workstation Player menu bar, select **Player > Manage > Install VMware Tools**.

If an earlier version of VMware Tools is installed, the menu item is **Update VMware Tools**.

- 2 In the virtual machine, log in to the guest operating system as root and open a terminal window.
- 3 If the distribution does not automatically mount CD-ROMs, mount the VMware Tools virtual CD-ROM image.

For example, type **mount /cdrom**.

- 4 Change to a working directory, for example, /tmp.

```
cd /tmp
```

- 5 Untar the VMware Tools .tar.gz file.

```
tar xzpf /cdrom/vmware-freebsd-tools.tar.gz
```

- 6 If the distribution does not use automounting, unmount the VMware Tools virtual CD-ROM image.

```
umount /cdrom
```

- 7 Run the installer and configure VMware Tools.

```
cd vmware-tools-distrib
./vmware-install.pl
```

Usually, the `vmware-config-tools.pl` configuration file runs after the installer file finishes running.

- 8 Follow the prompts to accept the default values, if appropriate for your configuration.
- 9 Follow the instructions at the end of the script.

Depending on the features you use, these instructions can include restarting the X session, restarting networking, logging in again, and starting the VMware User process. You can alternatively reboot the guest operating system to accomplish all these tasks.

Results

What to do next

If a new virtual hardware version is available for the virtual machine, upgrade the virtual hardware.

Starting the VMware User Process Manually If You Do Not Use a Session Manager

VMware Tools in Linux, Solaris, and FreeBSD guest operating systems uses the VMware user process. This program implements the fit-guest-to-window and other features.

Normally, this process starts after you configure VMware Tools, log out of the desktop environment, and log back in. You can invoke the VMware user process by running the `vmtoolsd -n vmusr` command. The startup script that you need to modify depends on your system. You must start the process manually in the following environments:

- If you run an X session without a session manager. For example, if you use `startx` to start a desktop session and do not use `xdm`, `kdm`, or `gdm`.
- If you are using an older version of GNOME without `gdm` or `xdm`.
- If you are using a session manager or environment that does not support the Desktop Application Autostart Specification, available from <http://standards.freedesktop.org>.
- If you upgrade VMware Tools.

Procedure

- ◆ Start the VMware User process.

Option	Action
Start the VMware User process when you start an X session.	Add <code>vmtoolsd -n vmusr</code> to the appropriate X startup script, such as the <code>.xsession</code> or <code>.xinitrc</code> file.
Start the process after a VMware Tools software upgrade, or if certain features are not working.	Open a terminal window and type the <code>vmtoolsd -n vmusr</code> command.

Uninstalling VMware Tools

If the upgrade process of VMware Tools is incomplete, you can uninstall and then reinstall the VMware Tools.

Prerequisites

- Power on the virtual machine.
- Log in to the guest operating system.

Procedure

- ◆ Select a method to uninstall VMware Tools.

Operating System	Action
Windows 7, 8, 8.1, or Windows 10	In the guest operating system, select Programs > Uninstall a program .
Windows Vista and Windows Server 2008	In the guest operating system, select Programs and Features > Uninstall a program .
Windows XP and earlier	In the guest operating system, select Add/Remove Programs .
Linux	Log in as root and enter vmware-uninstall-tools.pl in a terminal window.
Mac OS X, OS X, or macOS	Use the Uninstall VMware Tools application, found in /Library/Application Support/VMware Tools.

What to do next

Reinstall VMware Tools.

Starting and Stopping Virtual Machines in Workstation Player

7

You can use Workstation Player to start and stop virtual machines on the host system.

When you start a virtual machine, the guest operating system starts and you can interact with the virtual machine. You can power off, reset, and suspend virtual machines.

This chapter includes the following topics:

- [Start a Virtual Machine in Workstation Player](#)
- [Start an Encrypted Virtual Machine in Workstation Player](#)
- [Download a Virtual Appliance in Workstation Player](#)
- [Power Off a Virtual Machine in Workstation Player](#)
- [Remove a Virtual Machine from the Library in Workstation Player](#)
- [Use Ctrl+Alt+Delete to Shut Down a Guest](#)
- [Suspend and Resume a Virtual Machine in Workstation Player](#)
- [Reset a Virtual Machine in Workstation Player](#)
- [Enable Autologon in a Windows Virtual Machine](#)
- [Set Workstation Player Preferences for Virtual Machine Closing Behavior](#)

Start a Virtual Machine in Workstation Player

You can start a virtual machine from the Workstation Player window.

Prerequisites

Verify that the virtual machine files are accessible to the host system.

Procedure

- 1 If the virtual machine does not appear in the library, select **Player > File > Open**.
- 2 Browse to and select the virtual machine configuration (.vmx) file, and click **Open**.
The virtual machine appears in the library.

- 3 Select the virtual machine in the library and select **Player > Power > Power On**.
- 4 Click anywhere inside the virtual machine console to give the virtual machine control of the mouse and keyboard on the host system.
- 5 Log in to the guest operating system.

Start an Encrypted Virtual Machine in Workstation Player

An encrypted virtual machine is a virtual machine that has been secured from unauthorized use. A lock icon appears next to an encrypted virtual machine in the virtual machine library.

Note You cannot create encrypted virtual machines in Workstation Player. You can only create encrypted virtual machines using VMware Workstation 7.x and later or VMware Fusion 7.x and later.

Prerequisites

Obtain the encryption password for the virtual machine.

Procedure

- 1 Select the virtual machine in the library and select **Player > Power > Power On**.
- 2 Type the encryption password.
- 3 Click **Continue** to start the virtual machine.

Download a Virtual Appliance in Workstation Player

You can download a virtual appliance in Workstation Player. A virtual appliance is a prebuilt, preconfigured, and ready-to-run software application that is packaged with the operating system in a virtual machine.

Procedure

- ◆ Select **Player > File > Download a Virtual Appliance**.

Results

A Web browser opens to the Virtual Appliance Marketplace page on the VMware Web site. You can browse to and download virtual appliances from this page.

Power Off a Virtual Machine in Workstation Player

As with physical computers, you should shut down a guest operating system before you power off a virtual machine.

Procedure

- ◆ To shut down the guest operating system, shut down the operating system as you would if you were using a physical machine.

When the guest operating system shuts down, the virtual machine is powered off and Workstation Player exits.

- ◆ To power off a virtual machine without shutting down the guest operating system, select **Player > Power > Power Off**.

If soft power operations are configured for the virtual machine when the virtual machine is first created, **Power Off Guest** appears in the menu instead of **Power Off**.

Remove a Virtual Machine from the Library in Workstation Player

When you open a virtual machine in Workstation Player, it is added to the virtual machine library. You can remove a virtual machine that you are not using from the library.

Removing a virtual machine from the library does not delete the virtual machine or any of its files from the host file system. The virtual machine is removed only from the library. If you open the virtual machine again, the virtual machine is added back to the library.

Prerequisites

Power off the virtual machine.

Procedure

- ◆ Select the virtual machine, right-click, and select **Remove VM from the Library**.

Results

The virtual machine is removed from the library without any confirmation.

Use Ctrl+Alt+Delete to Shut Down a Guest

You can use the Ctrl+Alt+Delete key sequence to shut down or log off of a guest operating system.

Prerequisites

Power on the virtual machine.

Procedure

- ◆ Select the virtual machine and select **Player > Send Ctrl+Alt+Delete**.

This option is the same as pressing Ctrl+Alt+Delete on your keyboard. On Windows hosts, using the physical keyboard to press Ctrl+Alt+Delete might send the command to the host operating system and the virtual machine, even when Workstation Player has control of input.

- ◆ If the command is received by both the host operating system and the virtual machine, press Ctrl+Alt+Ins on the keyboard.

The command is received solely by the virtual machine and shuts down or logs out of the guest operating system.

Suspend and Resume a Virtual Machine in Workstation Player

Suspending a virtual machine saves its current state. When you resume the virtual machine, applications that were running before the virtual machine was suspended resume in their running state and their content is unchanged.

How quickly the suspend and resume operations perform depends on how much data changed after you started the virtual machine. The first suspend typically takes longer than subsequent suspend operations.

Procedure

- ◆ To suspend a virtual machine, select **Player > Power > Suspend** and click **Yes** to confirm.
If soft power operations are configured for the virtual machine when the virtual machine is first created, **Suspend Guest** appears in the menu instead of **Suspend**.
Workstation Player returns the virtual machine to the library in the Suspended state.
- ◆ To resume a suspended virtual machine, select the virtual machine and select **Player > Power > Power On**.
- ◆ To set the Workstation Player preferences to suspend the virtual machine when you close the virtual machine window, select **Player > File > Preferences** and then select **Suspend the virtual machine**.

Reset a Virtual Machine in Workstation Player

You can reset a virtual machine in Workstation Player. Resetting a virtual machine causes it to abruptly power off and restart.

Prerequisites

- Power on the virtual machine.
- Verify that the virtual machine is in a safe state. Resetting a virtual machine can damage data. When possible, shut down the virtual machine with its operating system.

Procedure

- ◆ Select **Player > Power > Reset**.
If soft power operations are configured for the virtual machine in Workstation Player, **Reset Guest** appears in the menu instead of **Reset**.

Enable Autologon in a Windows Virtual Machine

With Autologon, you can save your login credentials and bypass the login dialog box when you power on a Windows virtual machine. The guest operating system securely stores the password.

Use the Autologon feature if you restart the guest operating system frequently and want to avoid entering your login credentials. You can also use the Autologon feature to grant users access to the guest operating system without sharing your password.

Prerequisites

- Verify that the guest operating system is Windows 2000 or later.
- Verify that you have an existing user account to enable Autologon. The account must be a local machine account, not a domain account.
- Verify that the latest version of VMware Tools is running in the guest operating system.
- Power on the virtual machine.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Options** tab, select **Autologon**.
- 3 Click **Enable**, type your login credentials, and click **OK**.

If you type an incorrect or expired password, you must type your login credentials when you power on the virtual machine.

- 4 Click **OK** to save your changes.

When you enable Autologon or change your login credentials, the Autologon settings are saved immediately. Clicking **Cancel** in the Virtual Machine Settings dialog box does not affect the changes applied to the Autologon settings.

Set Workstation Player Preferences for Virtual Machine Closing Behavior

You can configure how virtual machines behave when you close them.

Procedure

- 1 Select **Player > File > Preferences**.

2 Select how Workstation Player behaves when you close a virtual machine.

You can select one, both, or neither option.

Option	Description
Confirm before closing a virtual machine	Confirm whether you intend to exit Workstation Player or click Cancel to continue using Workstation Player
Return to the VM Library after closing a virtual machine	Workstation Player either suspends or powers off the virtual machine and returns it to the virtual machine library. From the library, you can either open another virtual machine or edit the virtual machine settings.

3 Select whether Workstation Player suspends or powers off a virtual machine when you close it.

Option	Description
Suspend the virtual machine	Workstation Player suspends the virtual machine. The next time you start Workstation Player, the virtual machine resumes operation from the point where it was suspended.
Power off the virtual machine	Workstation Player powers off the virtual machine. The next time you start Workstation Player, the virtual machine starts from a powered-off state and the guest operating system starts.

4 Click **OK** to save your changes.

Changing the Virtual Machine Display

8

You can change the way Workstation Player displays virtual machines and virtual machine applications. You can use full screen mode to make the virtual machine display fill the screen and use multiple monitors.

You can also use Unity mode to display applications directly on the host system desktop.

This chapter includes the following topics:

- [Configure Display Settings for a Virtual Machine](#)
- [Use Full Screen Mode in Workstation Player](#)
- [Use Unity Mode](#)
- [Use Multiple Monitors for One Virtual Machine in Workstation Player](#)

Configure Display Settings for a Virtual Machine

You can specify monitor resolution settings, configure multiple monitors, and select accelerated graphics capabilities for a virtual machine. You can use the multiple-monitor feature when the virtual machine is in full screen mode.

For Windows guests, to use DirectX 9 accelerated graphics, the guest operating system must be Windows XP or later. To use DirectX 10 accelerated graphics, the guest operating system must be Windows Vista or later. To use DirectX 10.1 or DirectX 11 accelerated graphics, the guest operating system must be Windows 7 or later.

Prerequisites

- Verify that the latest version of VMware Tools is installed in the guest operating system.
- Verify that the guest operating system in the virtual machine is Windows XP or later, or Linux.
- If you plan to use DirectX 9, DirectX 10, DirectX 10.1, or DirectX 11 accelerated graphics, prepare the host system. See [Prepare the Host System to Use 3D Accelerated Graphics](#).
- If the guest operating system is Windows 7 or later and you want Workstation Player to automatically adjust the virtual machine user interface size, update VMware Tools in the guest to the newest version.

- If you are using Windows 8.1 (Update 2) or Windows 10, Workstation Player detects the DPI on each monitor and scales the virtual machine to match the DPI on the host.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, select **Display**.
- 3 (Optional) To run applications that use DirectX 9, DirectX 10, DirectX 10.1 or DirectX 11 accelerated graphics, select **Accelerate 3D graphics**.
- 4 Specify whether host settings determine the number of monitors.

Option	Description
Use host setting for monitors	When you select this setting, the SVGA driver uses a maximum bounding box width of 7680 and a maximum bounding box height of 4320. The virtual machine uses the number of monitors on the host system. The guest monitors cannot exceed the maximum bounding box that the SVGA driver uses, 7680x4320. You should select this setting in most cases.
Specify monitor settings	Set the number of monitors that the virtual machine will see, regardless of the number of monitors on the host system. This setting is useful if you use a multimonitor host system and you need to test in a virtual machine that has only one monitor. It is also useful if you are developing a multimonitor application in a virtual machine and the host system has only one monitor. After you power on the virtual machine, the guest operating system sees the number of monitors that you specified. Select a resolution from the list or type a setting that has the format <i>width x height</i> , where <i>width</i> and <i>height</i> are the number of pixels.

- 5 (Optional) Select the maximum amount of guest memory that can be used for graphics memory using the drop-down menu. The default value of video memory varies by guest OS.

Guest OS	Default	HW Version
Windows 7 and later	1 GB	HW-v18 earlier
Windows XP and earlier	512 MB	HW-v18 earlier
Linux	768 MB	HW-v18 earlier
All OS types	8 GB	HW-v18 and later

Note If you manually edited the `.vmx` file to change the memory size for the virtual machine, the value you entered in the `.vmx` file is displayed, labeled **Custom**.

- 6 To enable display scaling for a virtual machine with a Windows 7 or later guest, select **Automatically adjust user interface size in the virtual machine**.
- 7 Click **OK** to save your changes.

Use Full Screen Mode in Workstation Player

In full screen mode, the virtual machine display fills the screen, so that you cannot see the borders of the Workstation Player window.

Prerequisites

- Power on the virtual machine.
- Verify that the guest operating system display mode is larger than the host system display mode. If the guest operating system display mode is smaller than the host system display mode, you might not be able to enter full screen mode. If you cannot enter full screen mode, add the line `mks.maxRefreshRate=1000` to the virtual machine configuration (.vmx) file.
- Verify that the latest version of VMware Tools is installed in the guest operating system.
- If you are running the virtual machine in full screen mode on a laptop, configure the guest operating system to report battery information. See [Report Battery Information in the Guest](#).

Procedure

- ◆ To enter full screen mode, select the virtual machine and select **Player > Full Screen**.
- ◆ To hide the full screen toolbar and menus while you are using full screen mode, click the push pin icon and move the pointer off of the toolbar.

This action unpins the toolbar. The toolbar slides up to the top of the monitor and disappears. To display the toolbar again, point to the top of the screen until the toolbar appears.
- ◆ To exit full screen mode and return to windowed mode, select **Player > Full Screen** from the full screen toolbar. The check mark next to **Full Screen** is removed.

Report Battery Information in the Guest

If you run a virtual machine on a laptop in full screen mode, configure the option to report battery information in the guest so that you can determine when the battery is running low.

Prerequisites

Power off the virtual machine.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Options** tab, select **Power**.
- 3 Select **Report battery information to guest**.
- 4 Click **OK** to save your changes.

Use Unity Mode

You can switch virtual machines that have Windows XP or later guest operating systems to Unity mode to display applications directly on the host system desktop.

In Unity mode, virtual machine applications appear on the host system desktop, you can use the virtual machine **Start** or **Applications** menu from the host system, and the virtual machine console view is hidden. Items for open virtual machine applications appear on the host system taskbar in the same way as open host applications.

On host system and virtual machine applications that are displayed in Unity mode, you can use keyboard shortcuts to copy, cut, and paste images, plain text, formatted text, and email attachments between applications. You can also drag and drop and copy and paste files between the host system and the guest operating system.

If you save a file or attempt to open a file from an application in Unity mode, the file system you see is the file system inside the virtual machine. You cannot open a file from the host operating system or save a file to the host operating system.

For some guest operating systems, application windows in Unity mode can appear only on the monitor that is set as the primary display when you have multiple monitors. If the host and guest operating systems are Windows XP or later, the application windows can appear on additional monitors.

Unity mode is not available in full screen mode on Windows.

Prerequisites

- Verify that the latest version of VMware Tools is installed in the guest operating system.
- Verify that the guest operating system is Windows XP or later.
- Power on the virtual machine.
- If you are entering Unity mode, open applications in the virtual machine to use in Unity mode.

Procedure

- ◆ To enter Unity mode, select **Player > Unity**.

The console view in the Workstation Player window is hidden, and open applications appear in application windows on the host system desktop. A check mark appears next to **Unity** in the menu.

- ◆ To display the virtual machine **Start** menu on a Windows host system, point to the **Start** menu on a Windows host system.
- ◆ To navigate between multiple **Start** or **Applications** menus when multiple virtual machines are in Unity mode, press the arrow keys, Tab, or Shift+Tab to cycle through the virtual machine menus and press Enter and the spacebar to select a virtual machine.
- ◆ To exit Unity mode, display the Workstation Player window and click **Exit Unity** in the virtual machine console view.

Set Preferences for Unity Mode

You can set preferences for Unity mode to control whether the virtual machine **Start** or **Applications** menu is available from the host system desktop. You can also select the border color that appears around applications that run in Unity mode when they appear on the host system desktop.

When you use the virtual machine **Start** or **Applications** menu from the host system desktop, you can start applications in the virtual machine that are not open in Unity mode. If you do not enable this feature, you must exit Unity mode to display the virtual machine **Start** or **Applications** menu in the console view.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Options** tab, select **Unity**.
- 3 Select a Unity window decoration option.

Option	Description
Show borders	Set a window border that identifies the application as belonging to the virtual machine rather than to the host computer.
Show badges	Display a logo in the title bar.
Use a custom color in window borders	To help distinguish between the application windows that belong to various virtual machines, use a custom color in window borders. For example, you can set the applications for one virtual machine to have a blue border and set the applications for another virtual machine to have a yellow border. On Windows hosts, click Choose color to use the color chooser.

- 4 To control whether the virtual machine **Start** or **Applications** menu is available on the host system desktop, select or deselect **Enable applications menu**.
- 5 Click **OK** to save your changes.

Create Virtual Machine Application Shortcuts on the Host in Unity Mode

You can create a shortcut for a virtual machine application on the host system in Unity mode.

You open the application in the same way that you open an application on the host system. You can open a virtual machine application shortcut from the host system even when the virtual machine is powered off or suspended.

Prerequisites

- Verify that the virtual machine is configured to display the virtual machine **Start** or **Application** menu on the host system desktop. See [Set Preferences for Unity Mode](#).
- Verify that the latest version of VMware Tools is running in the guest operating system.
- Power on the virtual machine.

Procedure

- 1 To enter Unity mode, select **Player > Unity**.

The console view in the Workstation Player window is hidden, and open applications appear in application windows on the host system desktop. A check mark appears next to **Unity** in the menu.

- 2 Point to the **Start** button to display the virtual machine **Start** menu on the host system desktop, click the **Start** menu, and select the application.
- 3 Right-click the application and select **Create Shortcut on Desktop**, or drag the application to the host system.

Use Multiple Monitors for One Virtual Machine in Workstation Player

If the host system has multiple monitors, you can configure a virtual machine to use multiple monitors. You can use the multiple-monitor feature when the virtual machine is in full screen mode.

Prerequisites

- Configure multiple monitors for one virtual machine. See [Configure Display Settings for a Virtual Machine](#).
- Verify that the latest version of VMware Tools is installed in the guest operating system.
- Verify that the guest operating system is Windows XP, Windows Vista, Windows 7, Windows 8, Windows 8.1, Windows 10, or Linux.
- On the host system, verify that the left-most monitor is not placed lower than any other monitor in the display topology. When you enter full screen mode, the monitor that contains the window cannot be lower than another monitor.

Procedure

- 1 Power on the virtual machine and click the maximize button.
- 2 On the full screen toolbar, click the **Cycle multiple monitors** button.

On a Windows host, you can mouse over a button on the toolbar to see its name.

If your virtual machine supports more than two monitors, use the **Cycle multiple monitors** button to select a configuration with more than two monitors. The monitor in which the virtual machine entered full screen mode is marked with an asterisk.

The guest operating system desktop extends to the additional monitor or monitors.

- 3 If the host system has more than two monitors and you want the virtual machine to use all of the monitors, click the **Cycle multiple monitors** button again.

The order in which the monitors are used depends on the order in which the monitors were added to the host operating system. If you continue to click the button, you return to fewer monitors.

Limitations for Multiple Monitors

The use of more than two monitors with a virtual machine has certain limitations.

- If you attempt to use more than two monitors with a virtual machine, your virtual machine must support more than two monitors for this feature to function.
- More than two monitors is supported on Windows and Linux host and guest operating systems.
- Windows XP guests support more than three monitors. However, only three monitors can be in use by a Windows XP guest at one time. If more than three monitors are connected to a Windows XP guest, use the **Cycle multiple monitors** button to cycle through the monitors to the configuration you want to use.

Using Removable Devices and Printers in Virtual Machines

9

You can connect and disconnect removable devices in a virtual machine. You can also print from a virtual machine to any printer available to the host computer without having to install additional drivers in the virtual machine.

This chapter includes the following topics:

- [Use a Removable Device in a Virtual Machine](#)
- [Connecting USB Devices to Virtual Machines](#)
- [Enabling a Virtual Machine to Print to Host Printers](#)
- [Using Smart Cards in Virtual Machines](#)

Use a Removable Device in a Virtual Machine

You can connect and disconnect removable devices in a virtual machine. You can also change the settings for a removable device by modifying virtual machine settings.

Prerequisites

- Power on the virtual machine.
- If you are connecting or disconnecting a USB device, familiarize yourself with the way Workstation Player handles USB devices. See [Connecting USB Devices to Virtual Machines](#).

Procedure

- ◆ To connect a removable device, select the virtual machine, select **Player > Removable Devices**, select the device, and select **Connect**.

If the device is connected to the host system through a USB hub, the virtual machine sees only the USB device, not the hub.

A check mark appears next to the name of the device when the device is connected to the virtual machine and a device icon appears on the virtual machine taskbar.

- ◆ To change the settings for a removable device, select **Player > Removable Devices**, select the device, and select **Settings**.

- ◆ To disconnect a removable device, select the virtual machine, select **Player > Removable Devices**, select the device, and select **Disconnect**.

You can also disconnect the device by clicking or right-clicking the device icon on the virtual machine taskbar. Using the taskbar icon is especially useful if you run the virtual machine in full screen mode.

Connecting USB Devices to Virtual Machines

By default, unless Workstation Player is currently configured to remember a connection rule for a specific USB device, when you plug the USB device into the host system, Workstation Player prompts you to select a machine to connect the device to. Workstation Player connects the device to the machine you select, but a remember option is also available, which creates a USB device connection rule that, in the future, directs Workstation Player to either automatically connect that device to the host or to a virtual machine, depending on the machine you selected.

If Workstation Player cannot reconnect to the device, for example, because you disconnected the device, the device is removed and Workstation Player displays a message to indicate that it cannot connect to the device. If the device is still available, you can connect to it manually. To connect a USB device to the virtual machine manually, select **Player > Removable Devices > Device Name > Connect (Disconnect from host)**.

Follow the device manufacturer's procedures for unplugging the device from the host computer when you physically unplug the device, move the device from the host system to a virtual machine, or move the device from a virtual machine to the host computer. Following these procedures is especially important for data storage devices, such as zip drives. If you move a data storage device too soon after saving a file and the operating system did not actually write the data to the disk, you can lose data.

Installing USB Drivers on Windows Hosts

When a particular USB device is connected to a virtual machine for the first time, the host detects it as a new device named VMware USB Device and installs the appropriate VMware driver.

The Windows operating system prompts you to run the Microsoft Windows Found New Hardware wizard. Select the default action to install the software automatically. After the software is installed, the guest operating system detects the USB device and searches for a suitable driver.

Configure USB Device Connection Behavior

When you plug a new USB device into your Windows host machine, Workstation Player responds according to the USB Connections setting, which you can configure.

The default setting for the USB Connections setting is **Ask me what to do**. You can change the setting to suit your needs.

Procedure

- 1 Select **Player > File > Preferences**.
- 2 Select one of the options and click **OK**.
 - **Ask me what to do**
 - **Connect the device to the host**
 - **Connect the device to the foreground virtual machine**

Results

Selected Option	Result When You Plug a New USB Device into the Host
Ask me what to do	If Workstation Player is open and one or more virtual machines is powered on, a dialog box appears that prompts you to choose which machine to connect the device to. You can choose the host or one of the powered-on virtual machines.
Connect the device to the host	Workstation Player always connects new USB devices to the host machine regardless of whether a virtual machine is running.
Connect the device to the foreground virtual machine	If Workstation Player is open and one or more virtual machines is powered on, Workstation Player connects the device to the powered-on virtual machine in the foreground.

What to do next

Plug a USB device into the Windows host machine. If the **Ask me what to do** option is configured, when you plug in a device, you must respond to the New USB Device Detected dialog box. See [Select the Machine a USB Device Connects To](#). Access the USB device from the machine you selected.

You can manually connect a USB device to the virtual machine by selecting **Player > Removable Devices > Device Name > Connect (Disconnect from host)**

Select the Machine a USB Device Connects To

If the USB Connections setting is set to **Ask me what to do**, when you plug a new USB device into the Windows host, the New USB Device Detected dialog box appears. You can connect the USB device to the host or one of the powered-on virtual machines.

A USB device is treated as new when Workstation Player does not have a remembered connection rule for the USB device. A connection rule is remembered when you select **Remember my choice and do not ask again**, and stays remembered until you configure Workstation Player to forget the rule.

Prerequisites

- 1 Set the USB Connections setting to **Ask me what to do**. See [Configure USB Device Connection Behavior](#).
- 2 Plug a new USB device into the Windows host machine.

Procedure

- 1 Select the machine to connect the USB device to.

Option	Description
Connect to host	The device connects to the Windows host machine.
Connect to a virtual machine	The device connects to the powered-on virtual machine of your choice. Select a virtual machine in the list.

- 2 (Optional) If you want Workstation Player to remember your machine selection, select **Remember my choice and do not ask again**.

This option creates a connection rule between the specific USB device and the specific machine.

- 3 Click **OK**.

Results

Workstation Player connects the USB device to the machine you selected. If you selected **Remember my choice and do not ask again**, in the future, when you connect the USB device to the Windows host machine, Workstation Player implements the connection rule and connects the device to the machine you configured without prompting. However, if the target virtual machine of the connection rule is powered off or deleted at the time the device is plugged into the host, the USB device automatically connects to the host. Anytime in the future, you can delete the connection rule. After which, Workstation Player treats the USB device as new again. See [Delete the Connection Rule for a Specific USB Device](#).

What to do next

Access the USB device from the machine you configured.

Delete the Connection Rule for a Specific USB Device

If you created a connection rule for a USB device to the host or to a specific virtual machine, you can delete the connection rule.

Selecting **Remember my choice and do not ask again** in the New USB Device Detected dialog box creates a connection rule. See [Select the Machine a USB Device Connects To](#). If you no longer want a specified USB device to connect to a specified machine, delete the connection rule by configuring Workstation Player to forget the rule.

Procedure

- ◆ Use one of the following methods to delete the connection rule.
 - Select the virtual machine and select **Player > Removable Devices > Device Name > Forget Connection Rule**.
 - Right-click the icon of the USB device in the Workstation Player status bar and select **Forget Connection Rule**.

Results

Workstation Player is no longer configured to remember the rule. When you plug a USB device into the Windows host, the device no longer automatically connects to the virtual machine. Instead, the New USB Device Detected dialog box appears.

Connect USB HIDs to a Virtual Machine

To connect USB human interface devices (HIDs) to a virtual machine, you must configure the virtual machine to show all USB input devices in the **Removable Devices** menu.

By default, USB HIDs, such as USB 1.1 and 2.0 mouse and keyboard devices, do not appear in the **Removable Devices** menu in a virtual machine, even though they are plugged in to USB ports on the host system.

An HID that is connected to a virtual machine is not available to the host system.

Prerequisites

- Power off the virtual machine.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, select **USB Controller**.
- 3 Select **Show all USB input devices**.

This option allows users to use special USB HIDs inside the virtual machine.

- 4 Click **OK** to save your changes.
- 5 Power on the virtual machine.

HIDs appear in the **Removable Devices** menu.

Install a PDA Driver and Synchronize With a Virtual Machine

To install a PDA driver in a virtual machine, you must synchronize the PDA with the virtual machine.

Procedure

- 1 Connect the PDA to the host system and synchronize it with the host system.
The PDA driver should begin installing in the virtual machine.
- 2 Allow the virtual machine to install the PDA driver.
- 3 If connection warning messages appear, dismiss them.

- 4 If the PDA disconnects from the host system before the virtual machine can synchronize with it, synchronize the PDA with the host system again.

The total time required to load the VMware USB device driver in the host system and install the PDA driver in the virtual machine might exceed the device connection timeout value. A second synchronization attempt usually succeeds.

Troubleshooting USB Device Control Sharing

Only the host system or the virtual machine can have control of a particular USB device at any one time. Device control operates differently, depending on whether the host system is a Linux or a Windows computer.

When you connect a device to a virtual machine, it is disconnected from the host system or from the virtual machine that previously had control of the device. When you disconnect a device from a virtual machine, it is returned to the host system.

Under some circumstances, if a USB storage device is in use on the host system, for example, one or more files stored on the device are open on the host, an error appears in the virtual machine when you try to connect to the device. You must let the host system complete its operation or close any application connected to the device on the host system and connect to the device in the virtual machine again.

Enabling a Virtual Machine to Print to Host Printers

VMware Virtual Printer is a technology that allows you to print from a virtual machine to any printer available to the host machine without having to install additional drivers in the virtual machine. When you enable VMware Virtual Printer, Workstation Player configures a virtual serial port to communicate with the host printers.

Starting with version 15 of Workstation Player, the version of VMware Tools downloaded from the VMware software update server no longer delivers VMware Virtual Printer functionality. You must install the VMware Virtual Printer application separately in the guest operating system to make the printers on the host visible in the virtual machine.

Before you install VMware Virtual Printer on a virtual machine, you must add a virtual printer device to the virtual machine.

Add a Virtual Printer to a Virtual Machine

To enable a virtual machine to print to any printer available to the host machine, you need to add a virtual printer device to the virtual machine, if one is not already present. When you add a virtual printer to the virtual machine, Workstation Player configures a virtual serial port with the virtual machine to communicate with the host printers.

Prerequisites

- Enable VMware Virtual Printer globally. See [Configuring Virtual Printers](#).

- The virtual machine must be powered on or off. You cannot add a printer to a virtual machine in a powered on or suspended state.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, select **Add**.
- 3 In the **Add Hardware** wizard, select **Printer** and **Finish**.

The default device setting is to connect the virtual machine printer when the virtual machine is powered on.

What to do next

Install the VMware Virtual Printer application in the virtual machine. See [Install VMware Virtual Printer](#)

Install VMware Virtual Printer

To allow a supported virtual machine to print to any printer available to the host machine, install the VMware Virtual Printer application on the virtual machine.

The VMware Virtual Printer application is packaged as an image that you can mount in the CD/DVD drive of the guest operating system for installation.

The following guest operating systems support VMware Virtual Printer.

- Windows 7 and later
- Debian-based and RPM-based Linux distributions

Prerequisites

To install VMware Virtual Printer application in the guest operating system, perform the following prerequisites.

- Upgrade to or install VMware Tools 10.3.x or later, if not already installed. See [Chapter 6 Installing and Upgrading VMware Tools](#)
- On Windows host machines, enable virtual printing globally, if not already enabled. This prerequisite does not apply to Linux hosts, on which VMware Virtual Printer is always enabled. See [Configuring Virtual Printers](#).
- Add a virtual printer device to the virtual machine, if one is not present already. See [Add a Virtual Printer to a Virtual Machine](#).
- Add a CD/DVD drive to the virtual machine, if one is not present already installed. See [Add a DVD or CD-ROM Drive to a Virtual Machine](#)

Procedure

- 1 Power on the virtual machine.

2 To mount the VMware Virtual Printer application in the CD/DVD drive of the guest, select **Player > Manage > Install Virtual Printer**.

3 Install VMware Virtual Printer using the method appropriate for the guest.

- Windows Guest

- Double-click the `Virtual-Printer-version-build.exe` file and complete the VMware Virtual Printer Setup Wizard as guided.

- Linux Guest

On Linux guests, install VMware Virtual Printer on the virtual machine using a `.deb` or `.rpm` installer package.

The `.deb` packages are for Debian-based Linux distributions, such as Debian and Ubuntu, and are in the top directory in the CD/DVD drive.

The `.rpm` packages are for RPM-based Linux distributions, such as Red Hat, SUSE, and Fedora, and are divided into folders on the CD/DVD drive. Each folder is specific to a Linux-distribution type and bitness combination. The `.x86_64.rpm` package is for 64-bit Linux guests. The `.i386.rpm` package is for 32-bit Linux guests.

- a Open a terminal window and change directories to the CD/DVD drive for a `.deb` package or continue to a specific folder for a `.rpm` package.
- b Run the appropriate command for the guest.

DEB package command for 64-bit guests	<code>sudo dpkg -i thinprint_version-revision_amd64.deb</code>
---------------------------------------	--

DEB package command for 32-bit guests	<code>sudo dpkg -i thinprint_version-revision_i386.deb</code>
---------------------------------------	---

RPM package command for 64-bit guests	<code>Rpm -ivh thinprint_version-revision.x86_64.rpm</code>
---------------------------------------	---

RPM package command for 32-bit guests	<code>Rpm -ivh thinprint_version-revision.i386.rpm</code>
---------------------------------------	---

- c To verify that VMware Virtual Printer installed successfully, run the appropriate commands. If the Thinprint service is listed as active, VMware Virtual Printer is installed and running.

DEB package commands for 32-bit and 64-bit guests	
---	--

Command to check the status of VMware Virtual Printer.
<code>service thinprint status</code>
Command to list the installed package.
<code>dpkg -l thinprint</code>

RPM package commands for 32-bit and 64-bit guests	
---	--

Command to check the status of VMware Virtual Printer.
<code>service thinprint status</code>
Command for information about the installed package.
<code>rpm -q --info thinprint</code>

Results

The host printers appear on the printer list in the guest.

What to do next

- In the guest, print a test page to a printer you just configured to confirm that VMware Virtual Printer works as expected.
- When you upgrade Workstation Player in the future, to ensure that a guest has the latest version of VMware Virtual Printer, uninstall and reinstall VMware Virtual Printer. See [Uninstall VMware Virtual Printer](#)

Uninstall VMware Virtual Printer

When you upgrade Workstation Player, to confirm that the latest version of VMware Virtual Printer is installed on a guest operating system, you can uninstall and reinstall VMware Virtual Printer.

Procedure

- ◆ Use the appropriate uninstallation method based on the operating system of the guest.
 - Windows guest

Use the Windows uninstall feature to uninstall the VMware Virtual Printer application. For example, for Windows 10, perform the following steps.

 - a Select **Start > Windows System > Control Panel**.
 - b Click **Uninstall a program**.
 - c Select **VMware Virtual Printer**.
 - d Click **Uninstall**.
 - Debian-based Linux guest, such as Debian and Ubuntu

In a terminal window, run either of the following commands.

 - `sudo apt-get purge thinprint`
 - `sudo dpkg -P thinprint`
 - RPM-based Linux guest, such as Red Hat, SUSE, and Fedora

In a terminal window, run the following command.

 - `rpm -e thinprint`

Results

The VMware Virtual Printer is no longer installed on the guest.

What to do next

Install VMware Virtual Printer again. See [Install VMware Virtual Printer](#).

Using Smart Cards in Virtual Machines

Virtual machines can connect to smart card readers that interface to serial ports, parallel ports, USB ports, PCMCIA slots, and PCI slots. A virtual machine considers a smart card reader to be a type of USB device.

A smart card is a plastic card that has an embedded computer chip. Many government agencies and large enterprises use smart cards to send secure communication, digitally sign documents, and authenticate users who access their computer networks. Users plug a smart card reader into their computer and insert their smart card in the reader. They are then prompted for their PIN to log in.

You can select a smart card reader from the **Removable Devices** menu in a virtual machine. A smart card can be shared between virtual machines, or between the host system and one or more virtual machines. Sharing is enabled by default.

When you plug a smart card reader into the host system, the reader appears as two separate USB devices in Workstation Player. This is because you can use smart cards in one of two mutually exclusive modes.

Shared mode

(Recommended) The smart card reader device is available as **Shared** *smart_card_reader_model* in the **Removable Devices** menu. In Windows XP guest operating systems, the shared reader appears as **USB Smart Card Reader** after it is connected to the virtual machine. In Windows Vista and Windows 7 guest operating systems, the generic smart card reader device name appears under the Windows Device Manager list. The smart card reader can be shared among applications on the host system and among applications in different guest operating systems.

USB passthrough mode

The smart card reader device is available as *smart_card_reader_model* in the **Removable Devices** menu. In USB passthrough mode, a single virtual machine directly controls the physical smart card reader. A USB passthrough smart card reader cannot be used by applications on the host system or by applications in other virtual machines. You should use USB passthrough mode only if connection in shared mode does not work well for your scenario. You might need to install the driver provided by the manufacturer to use USB passthrough mode.

You can use smart cards with Windows operating systems and most Linux distributions. VMware provides full smart card support for Windows virtual machines running on Linux hosts. Using smart cards in Linux typically requires third-party software to effectively authenticate to a domain or enable secure communications.

Note Although smart cards should work with common Linux browsers, email applications, and directory services, these products have not been tested or certified by VMware.

Use a Smart Card in a Virtual Machine

You can configure a virtual machine to use the smart card reader on the host system.

Prerequisites

- On a Windows host, start the `SCardSvr.exe` service.
- Verify that the virtual machine has a USB controller. A USB controller is required, regardless of whether the smart card reader is a USB device. A USB controller is added by default when you create a virtual machine.
- Connect the smart card reader to the host system.
- Start the virtual machine

Procedure

- ◆ To connect the smart card reader to the virtual machine, select the virtual machine and select **Player > Removable Devices > Shared <smart_card_reader_model> > Connect.**

If the smart card reader is a USB device, two items appear for it in the menu. Both items use the model name of the reader, but one item name begins with Virtual.

- ◆ To disconnect the smart card reader from the virtual machine, select **Player > Removable Devices > Shared <smart_card_reader_model> > Disconnect.**
- ◆ To remove the smart card from the virtual machine, select **Player > Removable Devices > Shared <smart_card_reader_model> > Remove Smart Card.**

The smart card is removed from the virtual machine, but it remains connected on the host system. If the smart card is physically removed from the smart card reader, this option is disabled.

- ◆ To insert the smart card to the virtual machine, select **Player > Removable Devices > Shared <smart_card_reader_model> > Insert Smart Card.**

If the smart card is physically inserted in the smart card reader, the smart card is also inserted in the virtual machine.

Disable Smart Card Sharing

By default, you can share a smart card between virtual machines or between the host system and one or more virtual machines. You might want to disable smart card sharing if you are using a PCMCIA smart card reader, deploying virtual machines for enterprise use and do not want to support drivers for various smart card readers, or the host system has drivers but the virtual machines do not.

The setting that controls smart card sharing is located in the Workstation Player global configuration file.

Procedure

- 1 Find the global configuration file on the host system.

Operating System	Location
Windows Server 2008 R2, Windows Server 2012 R2, Windows Server 2016, Windows 7, Windows 8, Windows 10 hosts	Workstation 12.0: %PROGRAMDATA%\VMware\VMware Player\config.ini Workstation 12.1 and later: %PROGRAMDATA%\VMware\VMware Workstation\config.ini

- 2 If the global configuration file does not yet exist on the host system, select **Player > File > Preferences** and change at least one Workstation Player preference setting.

Workstation Player creates the global configuration file when you change Workstation Player preference settings.

- 3 Open the global configuration file in a text editor and set the `usb.ccid.useSharedMode` property to **FALSE**.

For example: `usb.ccid.useSharedMode = "FALSE"`

- 4 Save and close the global configuration file.
- 5 Set permissions on the global configuration file so that other users cannot change it.

Setting Up Shared Folders for a Virtual Machine

10

You can set up shared folders for a virtual machine. Shared folders provide an easy way to share files among virtual machines and between virtual machines and the host system.

The directories that you add as shared folders can be located on the host system, or they can be located on network directories that are accessible from the host system. Access to shared folders is governed by permission settings on the host system. For example, if you are running Workstation Player as a user named User, the virtual machine can read and write files in the shared folder only if User has permission to read and write the files.

To use shared folders, the guest operating system must have the current version of VMware Tools and must support shared folders.

Important Shared folders expose your files to programs in the virtual machine and might put your data at risk. Only enable shared folders if you trust the virtual machine with your data.

This chapter includes the following topics:

- [Using Shared Folders](#)
- [Enable a Shared Folder for a Virtual Machine](#)
- [View Shared Folders in a Windows Guest](#)
- [Mounting Shared Folders in a Linux Guest](#)
- [Change Shared Folder Properties](#)
- [Change the Folders That a Virtual Machine Can Share](#)
- [Disable Folder Sharing for a Virtual Machine](#)
- [Mapping a Virtual Disk to the Host System](#)

Using Shared Folders

You can use shared folders to share files among virtual machines and between virtual machines and the host system. The directories that you add as shared folders can be on the host system, or they can be network directories that are accessible from the host computer.

Important You cannot open a file in a shared folder from more than one application at a time. For example, do not open the same file in an application on the host operating system and in another application in the guest operating system. If one of the applications writes to the file, data might be corrupted.

Guest Operating Systems That Support Shared Folders

To use shared folders, a virtual machine must have a supported guest operating system.

The following guest operating systems support shared folders.

- Windows Server 2003 R2
- Windows Server 2008 R2
- Windows Server 2012 R2
- Windows Server 2016
- Windows Vista
- Windows 7
- Windows 8
- Windows 10
- Linux with a kernel version of 2.6 or later
- Solaris x86 10
- Solaris x86 10 Update 1 and later

Using Permissions to Restrict Access to Shared Files in a Linux Guest

You can use permissions to restrict access to the files in a shared folder on a Linux guest operating system.

On a Linux host, if you create files that you want to share with a Linux guest operating system, the file permissions shown on the guest operating system are the same as the permissions on the host system. You can use the `fmask` and `dmask` commands to mask permissions bits for files and directories.

If you create files on a Windows host system that you want to share with a Linux guest operating system, read-only files are displayed as having read and execute permission for everyone and other files are shown as fully writable by everyone.

If you use a Linux guest operating system to create files for which you want to restrict permissions, use the `mount` program with the following options in the guest operating system.

- `uid`
- `gid`
- `fmask`
- `dmask`
- `ro` (read only)
- `rw` (read-write)

`rw` is the default.

If you are using a virtual machine that was created with the Windows version of Workstation Player, or a previous release of the Linux version of Workstation Player, you can change the owner permissions only.

Enable a Shared Folder for a Virtual Machine

You can enable folder sharing for a specific virtual machine. To set up a folder for sharing between virtual machines, you must configure each virtual machine to use the same directory on the host system or network share.

Prerequisites

- Verify that the virtual machines use a guest operating system that supports shared folders. See [Guest Operating Systems That Support Shared Folders](#).
- Verify that the latest version of VMware Tools is installed in the guest operating system.
- Verify that permission settings on the host system allow access to files in the shared folders. For example, if you are running Workstation Player as a user named User, the virtual machine can read and write files in the shared folder only if User has permission to read and write them.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Options** tab, select **Shared Folders**.

3 Select a folder sharing option.

Option	Description
Always enabled	Keep folder sharing enabled, even when the virtual machine is shut down, suspended, or powered off.
Enabled until next power off or suspend	Enable folder sharing temporarily, until you power off, suspend, or shut down the virtual machine. If you restart the virtual machine, shared folders remain enabled. This setting is available only when the virtual machine is powered on.

4 (Optional) To map a drive to the Shared Folders directory, select **Map as a network drive in Windows guests**.

This directory contains all of the shared folders that you enable. Workstation Player selects the drive letter.

5 Click **Add** to add a shared folder.

On Windows hosts, the **Add Shared Folder** wizard starts.

6 Browse to, or type, the path on the host system to the directory to share.

If you specify a directory on a network share, such as D:\share, Workstation Player always attempts to use that path. If the directory is later connected to the host on a different drive letter, Workstation Player cannot locate the shared folder.

7 Specify the name of the shared folder as it should appear inside the virtual machine and click **Next**.

Characters that the guest operating system considers illegal in a share name appear differently when viewed inside the guest. For example, if you use an asterisk in a share name, you see %002A instead of * in the share name on the guest. Illegal characters are converted to their ASCII hexadecimal value.

8 Select shared folder attributes.

Option	Description
Enable this share	Enable the shared folder. Deselect this option to disable a shared folder without deleting it from the virtual machine configuration.
Read-only	Make the shared folder read-only. When this property is selected, the virtual machine can view and copy files from the shared folder, but it cannot add, change, or remove files. Access to files in the shared folder is also governed by permission settings on the host computer.

9 Click **Finish** to add the shared folder.

The shared folder appears in the Folders list. The check box next to folder name indicates that the folder is being shared. You can deselect this check box to disable sharing for the folder.

10 Click **OK** to save your changes.

What to do next

View the shared folder. On Linux guests, shared folders appear under `/mnt/hgfs`. On Solaris guests, shared folders appear under `/hgfs`. To view shared folders on a Windows guest, see [View Shared Folders in a Windows Guest](#).

View Shared Folders in a Windows Guest

In a Windows guest operating system, you can view shared folders by using desktop icons.

Note If the guest operating system has VMware Tools from Workstation 4.0, shared folders appear as folders on a designated drive letter.

Procedure

- ◆ Depending on the Windows operating system version, look for **VMware Shared Folders** in **My Network Places**, **Network Neighborhood**, or **Network**.
- ◆ If you mapped the shared folder as a network drive, open **My Computer** and look for **Shared Folders on 'vmware-host'** under **Network Drives**.
- ◆ To view a specific shared folder, go directly to the folder by using the UNC path `\\vmware-host\Shared Folders\shared_folder_name`.

Mounting Shared Folders in a Linux Guest

After you enable a shared folder, you can mount one or more directories or subdirectories in the shared folder to any location in the file system in addition to the default location of `/mnt/hgfs`.

Depending on the kernel version of the Linux guest operating system, VMware Tools uses different components to provide shared-folder functionality. In Linux kernels prior to version 4.0, the VMware Tools services script loads a driver that performs the mount. Linux kernels 4.0 and later use a FUSE file system component.

You can use different mount commands to mount all shares, one share, or a subdirectory within a share to any location in the file system. The commands also vary depending on the Linux-kernel version of the guest.

Table 10-1. Mount Command Syntax

Linux Kernel Prior to 4.0	Linux Kernel 4.0 and Later	Description
<code>mount -t vmhgfs .host:/ /home/user1/shares</code>	<code>/usr/bin/vmhgfs-fuse .host:/ /home/user1/shares -o subtype=vmhgfs-fuse,allow_other</code>	Mounts all shares to /home/user1/shares
<code>mount -t vmhgfs .host:/foo /tmp/foo</code>	<code>/usr/bin/vmhgfs-fuse .host:/foo /tmp/foo -o subtype=vmhgfs-fuse,allow_other</code>	Mounts the share named foo to /tmp/foo
<code>mount -t vmhgfs .host:/foo/bar /var/lib/bar</code>	<code>/usr/bin/vmhgfs-fuse .host:/foo/bar /var/lib/bar -o subtype=vmhgfs-fuse,allow_other</code>	Mounts the subdirectory bar within the share foo to /var/lib/bar

For Linux kernel prior to version 4.0, you can use VMware-specific options in addition to the standard mount syntax. Enter the command `/sbin/mount.vmhgfs -h` to list the options.

For Linux kernel version 4.0 or later, enter the command `/usr/bin/vmhgfs-fuse -h` to list the available options.

Note The mount can fail if shared folders are disabled or if the share does not exist. You are not prompted to run the VMware Tools `vmware-config-tools.pl` configuration program again.

Change Shared Folder Properties

After you create a shared folder, you can change the folder name, the host path, and other attributes.

Prerequisites

Create a shared folder. See [Enable a Shared Folder for a Virtual Machine](#).

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Options** tab, select **Shared Folders**.
- 3 Select the shared folder in the folders list and click **Properties**.
- 4 To change the name of the shared folder as it appears inside the virtual machine, type the new name in the **Name** text box.

Characters that the guest operating system considers illegal in a share name appear differently when viewed inside the guest. For example, if you use an asterisk in a share name, you see %002A instead of * in the share name on the guest. Illegal characters are converted to their ASCII hexadecimal value.

- 5 To change the host path for the shared folder, browse to or type the new path in the **Host path** text box.

If you specify a directory on a network share, such as D:\share, Workstation Player always attempts to use that path. If the directory is later connected to the host on a different drive letter, Workstation Player cannot locate the shared folder.

- 6 To change an attribute for the shared folder, select or deselect the attribute.

Option	Description
Enabled	Enable the shared folder. Deselect this option to disable a shared folder without deleting it from the virtual machine configuration.
Read-only	Make the shared folder read-only. When this property is selected, the virtual machine can view and copy files from the shared folder, but it cannot add, change, or remove files. Access to files in the shared folder is also governed by permission settings on the host computer.

- 7 Click **OK** to save your changes.

Change the Folders That a Virtual Machine Can Share

You can change the folders that a specific virtual machine is allowed to share.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Options** tab, select **Shared Folders**.
- 3 In the folders list, select the check boxes next to the folders to share and deselect the check boxes next to the folders to disable.
- 4 Click **OK** to save your changes.

Disable Folder Sharing for a Virtual Machine

You can disable folder sharing for a specific virtual machine.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Options** tab, select **Shared Folders**.
- 3 Select **Disabled** to disable folder sharing.
- 4 Click **OK** to save your changes.

Mapping a Virtual Disk to the Host System

Instead of using shared folders or copying data between a virtual machine and the host system, you can map a virtual disk to the host system. In this case, you map a virtual disk in the host file system as a separate mapped drive. Using a mapped drive lets you connect to the virtual disk without going into a virtual machine.

Map or Mount a Virtual Disk to a Drive on the Host System

When you map a virtual disk and its associated volume to a drive on the host system, you can connect to the virtual disk without opening a virtual machine.

After you map the virtual disk to a drive on the host system, you cannot power on any virtual machine that uses the disk until you disconnect the disk from the host system.

Important If you mount a virtual disk that has a snapshot and then write to the disk, you can irreparably damage a snapshot or linked clone created from the virtual machine. Note that Workstation Player does not support taking snapshots or deleting them.

Mapping a virtual disk to a host system is not supported in the standalone version of Workstation Player. Virtual disk mapping is supported in the Workstation Player version included with Workstation Pro.

Prerequisites

- Power off all virtual machines that use the virtual disk.
- Verify that the virtual disk (.vmdk) files on the virtual disk are not compressed and do not have read-only permissions.
- On a Windows host, verify that the volume is formatted with FAT (12/16/32) or NTFS. Only FAT (12/16/32) and NTFS formatting is supported. If the virtual disk has mixed partitions, for example, one partition is formatted with a Linux operating system and another partition is formatted with a Windows operating system, you can map the Windows partition only.
- Verify that the virtual disk is unencrypted. You cannot map or mount encrypted disks.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, select **Hard Disk**, click **Utilities**, and select **Map**.
- 3 On a Windows host, leave the check box **Open file in read-only mode** selected in the Map Virtual Disk dialog box.

This setting prevents you from accidentally writing data to a virtual disk that might be the parent of a snapshot or linked clone. Writing to such a disk might make the snapshot or linked clone unusable.

- 4 Browse to a virtual disk (.vmdk) file, select it, and click **Open**.

- 5 Select the volume to map or mount and select an unused drive letter on the host system.
- 6 (Optional) On a Windows host, if you do not want the drive to open in Windows Explorer after it is mapped, deselect the **Open drive in Windows Explorer after mapping** check box.
- 7 Click **OK** or **Mount**.

The drive appears on the host system. You can read from or write to files on the mapped virtual disk on the host system.

Disconnect a Virtual Disk from the Host System

To use a virtual disk from a virtual machine after it has been mapped or mounted on the host system, you must disconnect it from the host system.

On Windows hosts, you must use Workstation Player to disconnect the drive from the host system. The mapped drive letter does not appear in the list of network drives when you use the Windows **Disconnect Network Drive** command.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, select **Hard Disk**, click **Utilities**, and select **Disconnect**.

Results

You can now power on any virtual machine that uses this disk.

Configuring and Managing Virtual Machines

11

You can change virtual machine options, configure video and sound card settings, and move virtual machines to another host system or to a different location on the same host system.

This chapter includes the following topics:

- [Change the Name of a Virtual Machine](#)
- [Change the Guest Operating System for a Virtual Machine](#)
- [Change the Working Directory for a Virtual Machine](#)
- [Change the Virtual Machine Directory for a Virtual Machine](#)
- [Change the Memory Allocation for a Virtual Machine](#)
- [Configuring Video and Sound](#)
- [Moving Virtual Machines](#)
- [Delete a Virtual Machine](#)
- [View the Message Log for a Virtual Machine](#)
- [Install New Software in a Virtual Machine](#)

Change the Name of a Virtual Machine

When you run a virtual machine, its name appears in the title bar. Workstation Player uses the original name of the virtual machine to name the directory where the virtual machine files are stored.

Changing the name of a virtual machine does not change the name of the virtual machine directory or rename the virtual machine files on the host system.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Options** tab, select **General**.
- 3 Type the new name.
- 4 Click **OK** to save your changes.

What to do next

When you restart the virtual machine the new name appears in the library.

Change the Guest Operating System for a Virtual Machine

If you upgrade the guest operating system that is installed in a virtual machine, or if you specify the wrong operating system version when you create the virtual machine, you must change the guest operating system type that is configured for the virtual machine.

When you change the operating system type, the virtual machine configuration (.vmx) file changes. The guest operating system itself does not change. To upgrade the guest operating system, obtain the appropriate software from the operating system vendor.

Prerequisites

Power off the virtual machine.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Options** tab, select **General**.
- 3 Select the new operating system and version.
- 4 Click **OK** to save your changes.

Change the Working Directory for a Virtual Machine

By default, the working directory and the virtual machine directory are the same. You might want to change the working directory to improve performance. For example, to create a paging file on a fast disk that has a lot of disk space but leave the virtual disk and configuration file on a different disk, you can change the working directory so that it is located on the fast disk.

The working directory is where Workstation Player stores suspended state (.vmss), snapshot (.vmsn), virtual machine paging (.vmem), and redo log files for a virtual machine.

Changing the working directory does not change the directory where the virtual machine configuration (.vmx) file or the log files are stored.

Prerequisites

Power off the virtual machine.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Options** tab, select **General**.
- 3 Type or browse to the location of the new working directory.
- 4 Click **OK** to save your changes.

Change the Virtual Machine Directory for a Virtual Machine

The virtual machine directory is where Workstation Player stores virtual machine files, including the virtual machine configuration (.vmx) file. By default, the virtual machine directory and the working directory are the same.

Prerequisites

Power off the virtual machine.

Procedure

- 1 In the host file system, rename the directory where the .vmx file is stored.
- 2 Select **File > Open a Virtual Machine**.
- 3 Browse to the new location of the .vmx file and click **Open**.

Change the Memory Allocation for a Virtual Machine

You can adjust the amount of memory that is allocated to a virtual machine.

On 64-bit hosts, the maximum amount of memory for each virtual machine is 32GB. On 32-bit hosts, the maximum amount of memory for each virtual machine is 8GB. The total amount of memory that you can assign to all virtual machines running on a single host system is limited only by the amount of RAM on the host system.

Prerequisites

Power off the virtual machine.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, select **Memory**.

The Memory panel includes information to help you select the appropriate amount of memory for the virtual machine. The high end of the range is determined by the amount of memory that is allocated to all running virtual machines.

- 3 Align the slider with the corresponding icon to change the amount of memory.

The color-coded icons indicate the maximum recommended memory, the recommended memory, and the guest operating system minimum memory amounts.

- 4 Click **OK** to save your changes.
- 5 Power on the virtual machine to implement the changes.

Configuring Video and Sound

For best color and graphics display, coordinate host and guest operating system color settings. Workstation Player supports games and applications that use DirectX 9 and DirectX 10 accelerated graphics, but you must perform some 3D preparation tasks on the host and guest operating systems.

Workstation Player usually installs the necessary drivers for sound support, but you must manually install a driver on some of the oldest and newest guest operating systems.

- [Setting Screen Color Depth](#)

The number of screen colors available in the guest operating system depends on the screen color setting of the host operating system.

- [Using Accelerated 3D Graphics](#)

You must perform certain preparation tasks on the host system and on virtual machines to use accelerated 3D graphics.

- [Configuring Sound](#)

Workstation Player provides a sound device compatible with the Sound Blaster AudioPCI and supports sound in Windows and Linux guest operating systems. The Workstation Player sound device is enabled by default.

Setting Screen Color Depth

The number of screen colors available in the guest operating system depends on the screen color setting of the host operating system.

Virtual machines support the following screen colors.

- 16-color (VGA) mode
- 8-bit pseudocolor
- 16 bits per pixel (16 significant bits per pixel)
- 32 bits per pixel (24 significant bits per pixel)

If the host operating system is in 15-bit color mode, the guest operating system color setting controls offer 15-bit mode in place of 16-bit mode. If the host operating system is in 24-bit color mode, the guest operating system color setting controls offer 24-bit mode in place of 32-bit mode.

If you run a guest operating system set for a greater number of colors than the host operating system, the colors in the guest operating system might not be correct or the guest operating system might not be able to use a graphical interface. If these problems occur, you can either increase the number of colors in the host operating system or decrease the number of colors in the guest operating system.

To change color settings on the host operating system, power off all virtual machines and close Workstation Player and then follow standard procedures for changing color settings.

How you change color settings in a guest operating system depends on the type of guest operating system. In a Windows guest, the Display Properties control panel offers only those settings that are supported. In a Linux or FreeBSD guest, you must change the color depth before you start the X server, or you must restart the X server after making the changes.

For best performance, use the same number of colors in the host and guest operating systems.

Using Accelerated 3D Graphics

You must perform certain preparation tasks on the host system and on virtual machines to use accelerated 3D graphics.

Support for applications that use DirectX 9 accelerated graphics applies only to Windows XP, Windows Vista, and Windows 7 guests on hosts running Windows 7 or later, or Linux. OpenGL applications run in software emulation mode.

Support for applications that use DirectX 10 accelerated graphics applies only to Windows 10.

Prepare the Host System to Use 3D Accelerated Graphics

You must perform certain preparation tasks on the Windows or Linux host system to use 3D accelerated graphics in a virtual machine.

Prerequisites

- Verify that the host has a video card that supports DirectX 9, DirectX 10, DirectX 10.1, or DirectX 11 and the latest DirectX Runtime required for the DirectX version being used.

The VMware guest operating system OpenGL driver for Windows and Linux supports the OpenGL 3.3 and OpenGL 4.1 core profile only. The compatibility profile is not supported.

Procedure

- 1 Upgrade the video drivers on the host system to the latest versions.

ATI Graphics drivers are available from the AMD Web site. NVIDIA drivers are available from the NVIDIA Web site. Intel drivers are available from the Intel Web site.

- 2 Move the **Hardware Acceleration** slider to the **Full** position.

Option	Description
Windows 7, Windows 8, and Windows 10	Right-click the desktop and select Personalize > Screen resolution > Advanced Settings > Troubleshoot > Change settings .

Prepare a Virtual Machine to Use Accelerated 3D Graphics

You must perform certain preliminary tasks to use accelerated 3D graphics on a virtual machine.

The accelerated 3D graphics feature is enabled by default on Player 3.x and later virtual machines.

Prerequisites

- Prepare the host system to use accelerated 3D graphics. See [Prepare the Host System to Use 3D Accelerated Graphics](#).
- If using DirectX 9, verify that the guest operating system is Windows XP or later. DirectX 9 is supported on virtual machines running hardware version 11 or earlier.
- If using DirectX 10, verify that the guest operating system is Windows 7 or later. DirectX 10 is supported on virtual machines running hardware version 12 or later.
- If using DirectX 10.1, verify that the guest operating system is Windows 7 or later. DirectX 10.1 is supported on virtual machines running hardware version 16 or later.
- If using DirectX 11, verify that the guest operating system is Windows 7 or later. DirectX 11 is supported on virtual machines running hardware version 18 or later.
- Verify that the latest version of VMware Tools is installed in the guest operating system.
- Power off the virtual machine. The virtual machine must not be suspended.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, select **Display**.
- 3 Select **Accelerate 3D graphics**.
- 4 Configure the virtual machine to use only one monitor.
- 5 Click **OK** to save your changes.
- 6 Power on the virtual machine and install the required DirectX EndRuntime version.
This download is available from the Microsoft Download Center.
- 7 Install and run your 3D applications.

Configuring Sound

Workstation Player provides a sound device compatible with the Sound Blaster AudioPCI and supports sound in Windows and Linux guest operating systems. The Workstation Player sound device is enabled by default.

Sound support includes pulse code modulation (PCM) output and input. For example, you can play .wav files, MP3 audio, and Real Media audio. MIDI output from Windows guests is supported through the Windows software synthesizer. MIDI input is not supported, and no MIDI support is available for Linux guests.

Windows and most recent Linux distributions detect the sound device and install appropriate drivers for it.

A sound driver is installed when you install VMware Tools in a 64-bit Windows Vista or Windows 7 guest operating system. For 32-bit Windows Vista, Windows 7, Windows 2003 Server, and Windows Server 2008 guests, you must use Windows Update to install a 32-bit driver.

Configure Sound Card Settings

The VMware virtual sound device is compatible with a Creative Technology Sound Blaster Audio API. The sound device supports sound in Windows and Linux guest operating systems.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, select **Sound Card**.
- 3 Configure one or more sound card settings.

Option	Description
Connected	Connects or disconnects the sound device while the virtual machine is running. You can also use the Devices menu and select the drive to connect or disconnect.
Connect at power on	Automatically connects the sound device to the virtual machine when you power on the virtual machine.
Use default host sound card	The virtual machine uses the default sound card in the host system.
Specify host sound card	Selects which sound card to use if you have more than one physical sound card on the host system.
Enable echo cancellation	Enables echo cancellation for the sound card.

- 4 Click **OK** to save your changes.

Moving Virtual Machines

You can move a virtual machine that was created in Workstation Player to a different host system or to a different location on the same host system and connect to a virtual machine by using a VNC client.

■ [Move a Virtual Machine to a New Location or New Host](#)

You can move a virtual machine that is created in Workstation Player to a different host system or to a different location on the same host system. You can move a virtual machine to a host system that has a different operating system.

■ [Configure a Virtual Machine for Compatibility](#)

When you create a virtual machine that you intend to distribute to other users, you should configure the virtual machine for maximum compatibility with all expected host systems. Users might be limited in their ability to make changes in a virtual machine so that it is compatible with their host systems.

■ [Using the Virtual Machine UUID](#)

Each virtual machine has a universal unique identifier (UUID). The UUID is generated when you initially power on the virtual machine.

Move a Virtual Machine to a New Location or New Host

You can move a virtual machine that is created in Workstation Player to a different host system or to a different location on the same host system. You can move a virtual machine to a host system that has a different operating system.

Moving a virtual machine typically involves moving the files that make up the virtual machine. The pathnames for all files associated with a Workstation Player virtual machine are relative to the virtual machine directory.

When you move a virtual machine, Workstation Player generates a new MAC address for the virtual network adapter. Workstation Player also generates a new MAC address when you rename a directory in the path to the virtual machine configuration (.vmx) file.

Prerequisites

- Familiarize yourself with how Workstation Player generates UUIDs for moved virtual machines. See [Using the Virtual Machine UUID](#).
- If you are moving the virtual machine to a different host system, familiarize yourself with the limitations of moving a virtual machine to a new host. See [Limitations of Moving a Virtual Machine to a Different Host](#).
- If you configured the working directory to reside in a different location on the host system, move files from the working directory into the virtual machine directory and change the working directory to this location.
- Verify that virtual machine devices and any associated files point to locations that you can access from the new location.
- Verify that all virtual machine files are stored in the virtual machine directory. Some files might reside outside of the virtual machine directory.

Procedure

- 1 Shut down the guest operating system and power off the virtual machine.
- 2 Copy the virtual machine files to the new location.
- 3 Verify that you copied all of the virtual machine files to the new location.
- 4 Open the virtual machine in Workstation Player

Option	Description
If you moved the virtual machine to a different location on the same host system	Remove the virtual machine from the library, select File > Open a Virtual Machine , and browse to the .vmx file in its new location.
If you moved the virtual machine to a different host system	Start Workstation Player on the new host system, select File > Open a Virtual Machine , and browse to the .vmx file.

- 5 When you are certain that the virtual machine in the new location works correctly, delete the virtual machine files from the original location.

Limitations of Moving a Virtual Machine to a Different Host

You should be aware of certain limitations before you move a virtual machine to a different host system.

- The guest operating system might not work correctly if you move a virtual machine to a host system that has significantly different hardware, for example, if you move a virtual machine from a multiprocessor host to a uniprocessor host.
- Player 3.x and later virtual machines support up to eight-way virtual symmetric multiprocessing (SMP) on multiprocessor host systems. Player 6.x and later virtual machines support up to sixteen-way multiprocessing on multiprocessor host systems. You can assign up to 8 or 16 virtual processors to virtual machines running on host systems that have at least two logical processors. If you attempt to assign two processors to a virtual machine that is running on a uniprocessor host system, a warning message appears. You can disregard this message and assign two processors to the virtual machine, but you must move it to a host that has at least two logical processors before you can power it on.

Configure a Virtual Machine for Compatibility

When you create a virtual machine that you intend to distribute to other users, you should configure the virtual machine for maximum compatibility with all expected host systems. Users might be limited in their ability to make changes in a virtual machine so that it is compatible with their host systems.

Procedure

- ◆ Install VMware Tools in the virtual machine.

VMware Tools significantly improves the user's experience working with the virtual machine.

- ◆ Determine which virtual devices are actually required, and do not include any that are not needed or useful for the software you are distributing with the virtual machine.

Generic SCSI devices are typically not appropriate.

- ◆ To connect a physical device to a virtual device, use the **Auto detect** options when you configure the virtual machine.

The **Auto detect** options allow the virtual machine to adapt to the user's system, and they work whether the host operating system is Windows or Linux. Users who have no physical device receive a warning message.

- ◆ To connect a CD-ROM or floppy to an image file that you ship with the virtual machine, make sure the image file is in the same directory as the virtual machine.

A relative path, rather than an absolute path, is used.

- ◆ For both a physical CD-ROM and an image, provide two virtual CD-ROM devices in the virtual machine.

- ◆ Choose a reasonable amount of memory to allocate to the virtual machine.

For example, if the host system does not have enough physical memory to support the memory allocation, the user cannot power on the virtual machine.

- ◆ Choose a reasonable screen resolution for the guest.

A user is likely to find it easier to increase the resolution manually than to deal with a display that exceeds the user's physical screen size.

Using the Virtual Machine UUID

Each virtual machine has a universal unique identifier (UUID). The UUID is generated when you initially power on the virtual machine.

You can use the UUID of a virtual machine for system management in the same way that you use the UUID of a physical computer. The UUID is stored in the SMBIOS system information descriptor, and you can access it by using standard SMBIOS scanning software, including SiSoftware Sandra or IBM `smbios2`.

If you do not move or copy the virtual machine to another location, the UUID remains constant. When you power on a virtual machine that was moved or copied to a new location, you are prompted to specify whether you moved or copied the virtual machine. If you indicate that you copied the virtual machine, the virtual machine receives a new UUID.

Suspending and resuming a virtual machine does not trigger the process that generates a UUID. The UUID in use at the time the virtual machine was suspended remains in use when the virtual machine is resumed, even if it was copied or moved. You are not prompted to specify whether you moved or copied the virtual machine until the next time you reboot the virtual machine.

Configure a Virtual Machine to Keep the Same UUID

You can configure a virtual machine to always keep the same UUID, even when it is moved or copied. When a virtual machine is set to always keep the same UUID, you are not prompted when a virtual machine is moved or copied.

Prerequisites

Power off the virtual machine.

Procedure

- 1 Open the virtual machine configuration (`.vmx`) file in a text editor.
- 2 Add the `uuid.action` property and set it to **keep**.

For example: `uuid.action = "keep"`

Delete a Virtual Machine

You can delete a virtual machine and all of its files from the host file system.

Important Deleting a virtual machine is irreversible.

Prerequisites

Power off the virtual machine.

Procedure

- 1 Right-click the virtual machine in the library and select **Delete VM from Disk**.
- 2 Click **Yes** to delete the virtual machine.

Results

The virtual machine and all of its files are removed from the host file system.

View the Message Log for a Virtual Machine

You can view the message log to review information about a particular virtual machine. Messages include warning information about the virtual machine.

Procedure

- 1 Power on the virtual machine.
- 2 Select **Player > Manage > Message Log**.
- 3 Select a message in the message log to see a detailed description of the message.

Install New Software in a Virtual Machine

Installing new software in a virtual machine is similar to installing new software on a physical computer. Only a few additional steps are required.

Prerequisites

- Verify that VMware Tools is installed in the guest operating system. Installing VMware Tools before installing the software minimizes the likelihood that you will have to reactivate the software if the virtual machine configuration changes.
- Verify that the virtual machine has access to the CD-ROM drive, ISO image file, or floppy drive where the installation software is located.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.

- 2 On the **Hardware** tab, select **Memory**, set the final memory size for the virtual machine, and click **OK**.

Some applications use a product activation feature that creates a key based on the virtual hardware in the virtual machine where it is installed. Changes in the configuration of the virtual machine might require you to reactivate the software. Setting the memory size minimizes the number of significant changes.

- 3 Install the new software according to the manufacturer's instructions.

Disable Acceleration if a Program Does Not Run

When you install or run software inside a virtual machine, Workstation Player might appear to stop responding. This problem typically occurs early in the program's execution. In many cases, you can get past the problem by temporarily disabling acceleration in the virtual machine.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, select **Processors**.
- 3 Select **Disable acceleration for binary translation** to disable acceleration.
- 4 Click **OK** to save your changes.

What to do next

After you pass the point where the program encountered problems, re-enable acceleration. Because disabling acceleration slows down virtual machine performance, you should use it only for getting past the problem with running the program

Configuring and Managing Devices

12

You can use Workstation Player to add devices to virtual machines, including DVD and CD-ROM drives, floppy drives, USB controllers, virtual and physical hard disks, parallel and serial ports, generic SCSI devices, and processors. You can also modify settings for existing devices.

This chapter includes the following topics:

- [Configuring DVD, CD-ROM, and Floppy Drives](#)
- [Configuring a USB Controller](#)
- [Configuring and Maintaining Virtual Hard Disks](#)
- [Configuring Virtual Ports](#)
- [Configuring Generic SCSI Devices](#)
- [Configuring Sixteen-Way Virtual Symmetric Multiprocessing](#)
- [Configuring Keyboard Features](#)
- [Modify Hardware Settings for a Virtual Machine](#)

Configuring DVD, CD-ROM, and Floppy Drives

You can add up to four IDE devices, up to 60 SCSI devices, and up to 120 SATA devices (four controllers with 30 devices per controller) to a virtual machine. Any of these devices can be connected to a physical or virtual CD-ROM or DVD device. CD-ROM and DVD devices cannot be connected to an NVMe controller.

A virtual machine can read data from a DVD disc. Workstation Player does not support playing DVD movies in a virtual machine. If you use a DVD player application that does not require video overlay support in the video card, you might be able to play a movie.

Add a DVD or CD-ROM Drive to a Virtual Machine

You can add one or more DVD or CD-ROM drives to a virtual machine. You can connect the virtual DVD or CD-ROM drive to a physical drive or an ISO image file.

You can configure the virtual DVD or CD-ROM drive as an IDE, SCSI, or SATA device, regardless of the type of physical drive that you connect it to. For example, if the host has an IDE CD-ROM drive, you can set up the virtual machine drive as either SCSI or IDE and connect it to the host drive.

Do not configure legacy emulation mode unless you experience problems with normal mode. See [Configure Legacy Emulation Mode for a DVD or CD-ROM Drive](#) for more information.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, click **Add**.
- 3 In the **Add Hardware** wizard, select **DVD/CD Drive**.
- 4 Click **Finish** to add the drive to the virtual machine.
- 5 (Optional) To change which SCSI, IDE, or SATA device identifier to use for the drive, select the drive and click **Advanced**.
- 6 Click **OK** to save your changes.

Add a Floppy Drive to a Virtual Machine

You can configure a virtual floppy drive to connect to a physical floppy drive or an existing or blank floppy image file. You can add up to two floppy drives to a virtual machine.

Prerequisites

Power off the virtual machine.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, click **Add**.
- 3 In the **Add Hardware** wizard, select **Floppy Drive**.
- 4 Click **Finish** to add the drive to the virtual machine.
- 5 Select the floppy media type.

Option	Description
Use a physical floppy drive	The virtual machine uses a physical floppy drive.
Use a floppy image	The drive connects to an floppy image (.flp) file.
Create a blank floppy image	The drive connects to a blank floppy image (.flp) file that you create.

- 6 If you selected the physical floppy drive media type, select a specific floppy drive or select **Auto detect** to allow Workstation Player to auto-detect the drive to use.
- 7 If you selected the floppy image or blank floppy image media type, type the name or browse to the location of a floppy image (.flp) file.

- 8 To connect the drive or floppy image file to the virtual machine when the virtual machine powers on, select **Connect at power on**.
- 9 Click **OK** to save your changes.

Configure Legacy Emulation Mode for a DVD or CD-ROM Drive

Use legacy emulation mode to work around direct communication problems between a guest operating system and a DVD or CD-ROM drive.

In legacy emulation mode, you can read only from data discs in the DVD or CD-ROM drive. Legacy emulation mode does not provide the other capabilities of normal mode. In normal mode, the guest operating system communicates directly with the CD-ROM or DVD drive. This direct communication enables you to read multisession CDs, perform digital audio extraction, view videos, and use CD and DVD writers to burn discs.

If you run more than one virtual machine at a time, and if their CD-ROM drives are in legacy emulation mode, you must start the virtual machines with their CD-ROM drives disconnected. By disconnecting the CD-ROM drives in the virtual machines, you prevent multiple virtual machines from being connected to the CD-ROM drive at the same time.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, select the drive and click **Advanced**.
- 3 Select **Legacy emulation** and click **OK**.
On Windows hosts, this option is deselected by default.
- 4 Click **OK** to save your changes.

Configuring a USB Controller

A virtual machine must have a USB controller to use USB devices and smart card readers. To use a smart card reader, a virtual machine must have a USB controller regardless of whether the smart card reader is actually a USB device.

Workstation Player provides a USB controller to support the following types of USB devices.

- USB 1.1 UHCI (Universal Host Controller Interface) is supported for all virtual machine hardware versions.
- USB 2.0 EHCI (Enhanced Host Controller Interface) controllers are supported if the virtual machine hardware is compatible with Workstation 6 and later virtual machines.
- USB 3.0 xHCI (Extensible Host Controller Interface) support is available for Linux guests running kernel version 2.6.35 or later and for Windows 8 guests. The virtual machine hardware must be compatible with Workstation 8 or later virtual machines.

For USB 2.0 or 3.0 support, you must select USB 2.0 or 3.0 compatibility by configuring virtual machine settings for the USB controller. USB 2.0 and 3.0 devices are high-speed devices that include the latest models of USB flash drives, USB hard drives, iPods, and iPhone.

If you select USB 2.0 compatibility, when a USB 2.0 device connects to a USB port on the host system, the device connects to the EHCI controller and operates in USB 2.0 mode. A USB 1.1 device connects to the UHCI controller and operates in USB 1.1 mode. If you enable USB 3.0, the xHCI controller can support all USB devices, including USB 1.1, 2.0, and 3.0 devices.

Although the host operating system must support USB, you do not need to install device-specific drivers for USB devices in the host operating system to use those devices only in the virtual machine. Linux kernels earlier than 2.2.17 do not support USB.

VMware has tested a variety of USB devices. If the guest operating system has the appropriate drivers, you can use many different USB devices, including PDAs, Smart phones, printers, storage devices, scanners, MP3 players, digital cameras, memory card readers, and isochronous transfer devices, such as webcams, speakers, and microphones.

You can connect USB human interface devices (HIDs), such as the keyboard and mouse, to a virtual machine by enabling the **Show all USB input devices** option. If you do not select this option, these devices do not appear in the **Removable Devices** menu and are not available to connect to the virtual machine, even though they are plugged in to USB ports on the host system.

See [Connect USB HIDs to a Virtual Machine](#) for information on connecting HIDs.

Add a USB Controller to a Virtual Machine

A USB controller is required to use a USB device in a virtual machine. You can add one USB controller to a virtual machine.

When you create a virtual machine in Workstation Player, a USB controller is added by default. If you remove the USB controller, you can add it back.

Prerequisites

Power off the virtual machine.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, click **Add**.
- 3 In the **New Hardware** wizard, select **USB Controller**.
- 4 Click **Finish** to add the USB controller.
- 5 Configure the USB connection settings.

You can select multiple settings.

Option	Description
USB Compatibility	Selecting USB 2.0 or 3.0 enables support for isochronous USB devices, including Web cams, speakers, and microphones.
Show all USB input devices	Human interface devices (HIDs), such as USB 1.1 and 2.0 mouse and keyboard devices, appear in the Removable Devices menu. Icons for HIDs appear in the status bar. An HID that is connected to the guest operating system is not available to the host system. The virtual machine must be powered off when you change this setting.
Share Bluetooth devices with the virtual machine	Enable support for Bluetooth devices.

Enable Support for Isochronous USB Devices

Modems and certain streaming data devices, such as speakers and webcams, do not work properly in a virtual machine unless you enable support for isochronous USB devices.

Prerequisites

- Verify that the guest operating system supports USB 2.0 devices or 3.0 devices.
- On a Windows XP guest operating system, verify that the latest service pack is installed. If you use Windows XP with no service packs, the driver for the EHCI controller cannot be loaded.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, select **USB Controller**.
- 3 From the **USB Compatibility** list, select **USB 2.0** or **USB 3.0**.

Option	Description
USB 2.0	Available if the virtual machine hardware is compatible with Workstation 6 and later virtual machines.
USB 3.0	Available for Linux guests running kernel version 2.6.35 or later and for Windows 8 guests. The virtual machine hardware must be compatible with Workstation 8 and later virtual machines.

- 4 Click **OK** to save your changes.

Configuring and Maintaining Virtual Hard Disks

You can use Workstation Player to configure virtual hard disk storage for virtual machines.

A virtual disk is a file or set of files that appears as a physical disk drive to a guest operating system. The files can be on the host system or on a remote computer. When you configure a virtual machine to use a virtual disk, you can install a new operating system onto the virtual disk without repartitioning a physical disk or rebooting the host.

The **New Virtual Machine** wizard creates a virtual machine that has one disk drive. You can modify virtual machine settings to add more disk drives to a virtual machine, remove disk drives from a virtual machine, and change certain settings for the existing disk drives.

- [Configuring a Virtual Hard Disk](#)

You can configure virtual hard disks as IDE or SATA disks for any guest operating system. You can set up a virtual hard disk as a SCSI disk for any guest operating system that has a driver for the LSI Logic or BusLogic SCSI adapter. You can also set up a virtual hard disk as an NVMe disk for any guest system that includes NVMe drivers. You determine which SCSI adapter to use when you create a virtual machine.

- [Compact a Virtual Hard Disk](#)

Compacting a virtual hard disk can reclaim unused space in the virtual disk. Modern disks and operating systems are much more efficient at managing disk space than in the recent past. Therefore, do not expect the compacting procedure to return large amounts of disk space to the host drive.

- [Expand a Virtual Hard Disk](#)

You can add storage space to a virtual machine by expanding its virtual hard disk.

- [Defragment a Virtual Hard Disk](#)

Like physical disk drives, virtual hard disks can become fragmented. Defragmenting disks rearranges files, programs, and unused space on the virtual hard disk so that programs run faster and files open more quickly. Defragmenting does not reclaim unused space on a virtual hard disk.

- [Remove a Virtual Hard Disk from a Virtual Machine](#)

Removing a virtual hard disk disconnects it from a virtual machine. It does not delete files from the host file system.

- [Using Lock Files to Prevent Consistency Problems on Virtual Hard Disks](#)

A running virtual machine creates lock files to prevent consistency problems on virtual hard disks. Without locks, multiple virtual machines might read and write to the disk, causing data corruption.

- [Moving a Virtual Hard Disk to a New Location](#)

A key advantage of virtual hard disks is their portability. Because the virtual hard disks are stored as files on the host system or a remote computer, you can move them easily to a new location on the same computer or to a different computer.

Configuring a Virtual Hard Disk

You can configure virtual hard disks as IDE or SATA disks for any guest operating system. You can set up a virtual hard disk as a SCSI disk for any guest operating system that has a driver for the LSI Logic or BusLogic SCSI adapter. You can also set up a virtual hard disk as an NVMe disk for any guest system that includes NVMe drivers. You determine which SCSI adapter to use when you create a virtual machine.

The files that make up an IDE, SATA, SCSI, or NVMe virtual hard disk can be stored on a hard disk of any type. They can also be stored on other types of fast-access storage media.

To use SCSI hard disks in a 32-bit Windows XP virtual machine, you must download a special SCSI driver from the VMware Web site. Follow the instructions on the Web site to use the driver with a fresh installation of Windows XP.

Growing and Allocating Virtual Disk Storage Space

Most virtual hard disks can be up to 8TB. SCSI disks on the BusLogic controller are limited to 2TB. Depending on the size of the virtual hard disk and the host operating system, Workstation Player creates one or more files to hold each virtual disk.

Virtual hard disk files include information such as the operating system, program files, and data files. Virtual disk files have a `.vmdk` extension.

By default, the actual files that the virtual hard disk uses start small and grow to their maximum size as needed. The main advantage of this approach is the smaller file size. Smaller files require less storage space and are easier to move to a new location, but it takes slightly longer to write data to a disk configured in this way.

You can also configure virtual hard disks so that all of the disk space is allocated when the virtual disk is created. This approach provides enhanced performance and is useful if you are running performance-sensitive applications in the virtual machine.

Regardless of whether you allocate all disk space in advance, you can configure the virtual hard disk to split into multiple files on the host disk. The split is not visible to the virtual machine, but is necessary if you move the virtual machine or its disks to a file system that does not support files larger than 4GB, such as a USB thumb drive formatted with the FAT32 file system.

Add a New Virtual Hard Disk to a Virtual Machine

To increase storage space, you can add a new virtual hard disk to a virtual machine. Workstation Player supports up to four IDE devices, 60 SCSI devices, 120 SATA devices, and 60 NVMe virtual disks.

Virtual hard disks are stored as files on the host computer or on a network file server. A virtual IDE drive or SCSI drive can be stored on a physical IDE drive or on a physical SCSI drive.

As an alternative to adding a new virtual hard disk, you can expand the existing virtual hard disk. See [Expand a Virtual Hard Disk](#).

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, click **Add**.
- 3 In the **New Hardware** wizard, select **Hard Disk**.
- 4 Select **Create a new virtual disk**.

5 Select the disk type.

Option	Description
IDE	Create an IDE device. You can add up to four IDE devices to a virtual machine.
SCSI	Create a SCSI device. You can add up to 60 SCSI devices to a virtual machine.
SATA	Create a SATA device. You can add up to 120 SATA devices, four controllers, and 30 devices per controller.
NVMe	Create an NVMe device. You can add up to 60 NVMe devices, four controllers, and 15 devices per controller.

6 Set the capacity for the new virtual hard disk.

You can set a size between 0.001 GB and 8 TB for a virtual disk.

7 Specify how to allocate the disk space.

Option	Description
Allocate all disk space now	Allocating all of the disk space when you create the virtual hard disk can enhance performance, but it requires all of the physical disk space to be available now. If you do not select this setting, the virtual disk starts small and grows as you add data to it.
Store virtual disk as a single file	Select this option if the virtual disk is stored on a file system that does not have a file size limitation.
Split virtual disk into multiple files	Select this option if the virtual disk is stored on a file system that has a file size limitation. When you split a virtual disk less than 950 GB, a series of 2 GB virtual disk files are created. When you split a virtual disk greater than 950 GB, two virtual disk files are created. The maximum size of the first virtual disk file is 1.9 TB and the second virtual disk file stores the rest of the data.

8 Accept the default filename and location, or browse to and select a different location.

9 Click **Finish** to add the new virtual hard disk.

The wizard creates the new virtual hard disk. The disk appears to the guest operating system as a new, blank hard disk.

10 Click **OK** to save your changes.

11 Use the guest operating system tools (such as the Windows Disk Management tool or the fdisk command in Linux) to partition and format the new drive.

Add an Existing Virtual Hard Disk to a Virtual Machine

You can reconnect an existing virtual hard disk that was removed from a virtual machine.

Procedure

1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.

- 2 On the **Hardware** tab, click **Add**.
- 3 In the **Add Hardware** wizard, select **Hard Disk**.
- 4 Select **Use an existing virtual disk**.
- 5 Specify the path name and filename for the existing disk file.
- 6 Click **Finish** to add the existing virtual hard disk.
- 7 Click **OK** to save your changes.

Compact a Virtual Hard Disk

Compacting a virtual hard disk can reclaim unused space in the virtual disk. Modern disks and operating systems are much more efficient at managing disk space than in the recent past. Therefore, do not expect the compacting procedure to return large amounts of disk space to the host drive.

Prerequisites

- Power off the virtual machine.
- Verify that the virtual disk is not mapped or mounted. You cannot compact a virtual disk while it is mapped or mounted.
- Verify that the disk space is not preallocated for the virtual hard disk. If the disk space was preallocated, you cannot compact the disk.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, select the virtual hard disk to compact.
- 3 Select **Utilities > Compact**.
- 4 Click **OK** after the disk compacting process is complete.

Expand a Virtual Hard Disk

You can add storage space to a virtual machine by expanding its virtual hard disk.

When you expand a virtual hard disk, the added space is not immediately available to the virtual machine. To make the added space available, you must use a disk management tool to increase the size of the existing partition on the virtual hard disk to match the expanded size.

The disk management tool that you use depends on the virtual machine guest operating system. Many operating systems, including Windows Vista, Windows 7, and Windows 8 and some versions of Linux, provide built-in disk management tools that can resize partitions. Third-party disk management tools are also available, such as EASEUS Partition Master, Acronis Disk Director, and the open-source tool GParted.

When you expand the size of a virtual hard disk, the sizes of partitions and file systems are not affected.

As an alternative to expanding a virtual hard disk, you can add a new virtual hard disk to the virtual machine. See [Add a New Virtual Hard Disk to a Virtual Machine](#).

Prerequisites

- Power off the virtual machine.
- Verify that the virtual disk is not mapped or mounted. You cannot expand a virtual disk while it is mapped or mounted.
- Verify that the virtual machine has no snapshots.

Note Workstation Player does not support taking snapshots or deleting them.

- Verify that the virtual machine is not a linked clone or the parent of a linked clone.

You can determine whether a virtual machine is a linked clone by the virtual machine name string on the summary page. If the string includes "Clone of: *virtual machine name*", the virtual machine is a linked clone. If the string includes "Snapshot: Snapshot for *virtual machine name*", the virtual machine is a parent of a linked clone.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, select the virtual hard disk to expand.
- 3 Select **Utilities > Expand**.
- 4 Set the new maximum size for the virtual disk.
You can set a size between 0.001 GB and 8192 GB for a virtual disk.
- 5 Select **Expand**.
- 6 Click **OK** after the disk expansion process is complete.

What to do next

Use a disk management tool to increase the disk partition size to match the expanded virtual disk size.

Defragment a Virtual Hard Disk

Like physical disk drives, virtual hard disks can become fragmented. Defragmenting disks rearranges files, programs, and unused space on the virtual hard disk so that programs run faster and files open more quickly. Defragmenting does not reclaim unused space on a virtual hard disk.

Defragmenting disks can take considerable time.

Prerequisites

- Verify that there is adequate free working space on the host system. For example, if the virtual hard disk is contained in a single file, there must be free space equal to the size of the virtual disk file. Other virtual hard disk configurations require less free space.

- Verify that the virtual disk is not mapped or mounted. You cannot defragment a virtual disk while it is mapped or mounted.

Procedure

- 1 Run a disk defragmentation utility in the guest operating system.
- 2 If disk space is not preallocated for the virtual hard disk, use the Workstation Player defragmentation tool to defragment it.
 - a Power off the virtual machine.
 - b Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
 - c On the **Hardware** tab, select **Hard Disk**.
 - d Select **Utilities > Defragment**.
 - e When the defragmentation process is finished, click **OK**.
- 3 Run a disk defragmentation utility on the host system.

Remove a Virtual Hard Disk from a Virtual Machine

Removing a virtual hard disk disconnects it from a virtual machine. It does not delete files from the host file system.

After you remove a virtual hard disk from a virtual machine, you can map or mount the disk to the host system and copy data from the guest operating system to the host without powering on the virtual machine or starting Workstation Player. You can also add the disk to another virtual machine.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, select the virtual hard disk and click **Remove**.
- 3 Click **OK** to save your changes.

Using Lock Files to Prevent Consistency Problems on Virtual Hard Disks

A running virtual machine creates lock files to prevent consistency problems on virtual hard disks. Without locks, multiple virtual machines might read and write to the disk, causing data corruption.

Lock files have a `.lck` suffix and are created in subdirectories in the same directory as the virtual disk (`.vmdk`) files. A locking subdirectory and lock file are created for `.vmdk` files, `.vmx` files, and `.vmem` files.

A unified locking method is used on all host operating systems so that files shared between them are fully protected. For example, if one user on a Linux host tries to power on a virtual machine that is already powered on by another user with a Windows host, the lock files prevent the second user from powering on the virtual machine.

When a virtual machine powers off, it removes the locking subdirectories and the lock files. If the virtual machine cannot remove these locking controls, one or more stale lock files might remain. For example, if the host system fails before the virtual machine removes its locking controls, stale lock files remain.

When the virtual machine restarts, it scans any locking subdirectories for stale lock files and, when possible, removes them. A lock file is considered stale if the lock file was created on the same host system that is now running the virtual machine and the process that created the lock is no longer running. If either of these conditions is not true, a dialog box warns you that the virtual machine cannot be powered on. You can delete the locking directories and their lock files manually.

Locks also protect physical disk partitions. Because the host operating system is not aware of this locking convention, it does not recognize the lock. For this reason, you should install the physical disk for a virtual machine on the same physical disk as the host operating system.

Moving a Virtual Hard Disk to a New Location

A key advantage of virtual hard disks is their portability. Because the virtual hard disks are stored as files on the host system or a remote computer, you can move them easily to a new location on the same computer or to a different computer.

For example, you can use Workstation Player on a Windows host system to create virtual hard disks, move the disks to a Linux computer, and use the disks with Workstation Player on a Linux host system.

Configuring Virtual Ports

You can add virtual parallel (LPT) ports and virtual serial (COM) ports to a virtual machine. A Workstation Player virtual machine can use up to three parallel ports and up to four virtual serial ports.

- [Add a Virtual Parallel Port to a Virtual Machine](#)

You can attach up to three bidirectional parallel (LPT) ports to a virtual machine. Virtual parallel ports can output to parallel ports or to files on the host system.

- [Troubleshoot ECR Errors for Parallel Ports](#)

A parallel port on the host system does not have an Extended Control Register (ECR).

- [Add a Virtual Serial Port to a Virtual Machine](#)

You can add up to four serial (COM) ports to a virtual machine. Virtual serial ports can output to physical serial ports, files, or named pipes.

- [Change the Input Speed of a Serial Connection](#)

You can increase the speed of a serial connection over a pipe to a virtual machine.

Add a Virtual Parallel Port to a Virtual Machine

You can attach up to three bidirectional parallel (LPT) ports to a virtual machine. Virtual parallel ports can output to parallel ports or to files on the host system.

Parallel ports are used for a variety of devices, including printers, scanners, dongles, and disk drives. Although these devices can connect to the host system, only printers can reliably connect to virtual machines by using parallel ports.

Workstation Player provides only partial emulation of PS/2 hardware. Interrupts that a device connected to a physical port requests are not passed to the virtual machine. The guest operating system cannot use direct memory access (DMA) to move data to or from the port. For this reason, not all devices that attach to a parallel port work correctly. Do not use virtual parallel ports to connect parallel port storage devices or other types of parallel port devices to a virtual machine.

Prerequisites

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, click **Add**.
- 3 In the **New Hardware** wizard, select **Parallel Port**.
- 4 Click **Finish** to add the virtual parallel port to the virtual machine.
- 5 Select where the virtual parallel port sends output.

Option	Description
Use a physical parallel port	Select a parallel port on the host system.
Use output file	Send output from the virtual parallel port to a file on the host system. Either locate an existing output file or browse to a directory and type a filename to create a new output file.

- 6 To connect the virtual parallel port to the virtual machine when the virtual machine powers on, select **Connect at power on**.

Results

When a parallel port is configured for a virtual machine, most guest operating systems detect the port at installation time and install the required drivers. Some operating systems, including Linux, detect the ports at boot time.

Troubleshoot ECR Errors for Parallel Ports

A parallel port on the host system does not have an Extended Control Register (ECR).

Problem

When you power on a virtual machine after adding a parallel port, an error messages states that the parallel port on the host system does not have an ECR.

Cause

This problem can occur when the hardware supports ECR, but ECR has been disabled in the BIOS.

Solution

- 1 Reboot the host system.
- 2 Early in the boot process, press and hold down the Delete key to enter the BIOS configuration editor.
- 3 Find the parallel port field and enable Extended Capability Port (ECP) mode or a combination of modes that includes ECP.

Most modern computers support ECP mode.

Add a Virtual Serial Port to a Virtual Machine

You can add up to four serial (COM) ports to a virtual machine. Virtual serial ports can output to physical serial ports, files, or named pipes.

You might want to add a virtual serial port to a virtual machine to make devices such as modems and printers available to the virtual machine. You can also use virtual ports to send debugging data from a virtual machine to the host system or to another virtual machine.

Note The virtual printer feature configures a serial port to make host printers available to the guest. You do not need to install additional drivers in the virtual machine.

Prerequisites

Power off the virtual machine.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, click **Add**.
- 3 In the **Add Hardware** wizard, select **Serial Port**.
- 4 Click **Finish** to add the virtual serial port to the virtual machine.

5 Select where the virtual serial port sends output.

Option	Description
Use a physical parallel port	Send output to a physical serial port on the host system.
Use output file	Send output to a file on the host system. Either locate an existing output file or browse to a directory and type a filename to create a new output file.
Output to named pipe	Set up a direct connection between two virtual machines, or a connection between a virtual machine and an application on the host system.

6 If you selected **Output to named pipe**, configure the named pipe.

- a Use the default pipe name, or type another pipe name.

The pipe name must begin with `\\.\pipe\` and must be the same on both the server and the client.

For example: `\\.\pipe\namedpipe`

- b To send debugging information to an application on the host system, select **This end is the server** from the first drop-down menu and select **The other end is an application** from the second drop-down menu.
- c To send debugging information to another virtual machine, select **This end is the server** from the first drop-down menu and **The other end is a virtual machine** from the second drop-down menu.

7 To connect the port to the virtual machine when the virtual machine powers on, select **Connect at power on**.

8 (Optional) On the **Hardware** tab, select the new serial port, select **Yield CPU on poll**, and click **OK**.

This option is useful if you are using debugging tools that communicate over a serial connection. If the serial port in the guest operating system is being used in polled mode rather than interrupt mode, you might notice performance issues. This option forces the virtual machine to yield processor time if the only task it is trying to do is poll the virtual serial port.

What to do next

If you set up a connection between two virtual machines, the first virtual machine is set up as the server. Repeat this procedure for the second virtual machine, but set it up as the client by selecting **This end is the client** when you configure the named pipe.

Change the Input Speed of a Serial Connection

You can increase the speed of a serial connection over a pipe to a virtual machine.

In principle, the output speed, which is the speed at which the virtual machine sends data through the virtual serial port, is unlimited. In practice, the output speed depends on how fast the application at the other end of the pipe reads inbound data.

Prerequisites

- Use the guest operating system to configure the serial port for the highest setting supported by the application that you are running in the virtual machine.
- Power off the virtual machine and exit Workstation Player.

Procedure

- 1 In a text editor, add the following line to the virtual machine configuration (.vmx) file.

```
serialport_number.pipe.charTimePercent = "time"
```

port_number is the number of the serial port, starting from 0. The first serial port is serial0. *time* is a positive integer that specifies the time taken to transmit a character, expressed as a percentage of the default speed set for the serial port in the guest operating system. For example, a setting of 200 forces the port to take twice as long for each character, or send data at half the default speed. A setting of 50 forces the port to take only half as long for each character, or send data at twice the default speed.

- 2 Assuming that the serial port speed is set appropriately in the guest operating system, experiment with this setting by starting with a value of 100 and gradually decreasing it until you find the highest speed at which the connection works reliably.

Configuring Generic SCSI Devices

The generic SCSI feature gives the guest operating system direct access to SCSI devices that are connected to the host system, including scanners, tape drives, and other data storage devices. A virtual machine can use the generic SCSI driver to run any SCSI device that is supported by the guest operating system.

To use SCSI devices in a virtual machine running on a Windows host system, you must run Workstation Player as a user who has administrator access.

Although generic SCSI is device independent, it can be sensitive to the guest operating system, device class, and specific SCSI hardware.

■ [Add a Generic SCSI Device to a Virtual Machine](#)

You must add a generic SCSI device to the virtual machine to map virtual SCSI devices on a virtual machine to physical generic SCSI devices on the host system. You can add up to 60 generic SCSI devices to a virtual machine.

■ [Troubleshoot Problems Detecting Generic SCSI Devices](#)

When you add a generic SCSI device to a virtual machine, the device does not appear in the list of available SCSI devices.

Add a Generic SCSI Device to a Virtual Machine

You must add a generic SCSI device to the virtual machine to map virtual SCSI devices on a virtual machine to physical generic SCSI devices on the host system. You can add up to 60 generic SCSI devices to a virtual machine.

Prerequisites

- On a Windows host system, run Workstation Player as a user who has administrator access.
- On a 32-bit Windows XP virtual machine, install the special SCSI driver that VMware provides. You can download the driver from the VMware Web site.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, click **Add**.
- 3 In the **Add Hardware** wizard, select **Generic SCSI Device**.
- 4 Click **Finish** to add the device.
- 5 Select the physical SCSI device to map to the virtual SCSI device.
- 6 To connect the device when the virtual machine powers on, select **Connect at power on**.
- 7 On the **Hardware** tab, select the SCSI device identifier to use for the device from the **Virtual device node** drop-down menu and click **OK**.

For example, if you select **SCSI 0:2**, the guest operating system sees the drive as ID 2 on controller 0.

Troubleshoot Problems Detecting Generic SCSI Devices

When you add a generic SCSI device to a virtual machine, the device does not appear in the list of available SCSI devices.

Problem

The SCSI device does not appear in the list of available SCSI devices after you add it to a virtual machine.

Cause

A driver for that device is not installed on the host system, a driver on the host system prevents the device from being detected, or the virtual machine uses a device for which there are no drivers available to the host operating system.

Solution

- 1 Determine the SCSI bus number that the device uses on the host system.

The SCSI bus is assigned a number by the host operating system after all IDE buses are assigned numbers. For example, if you have two IDE buses, they are numbered 0 and 1. The first SCSI bus is assigned bus number 2. You can use a third-party tool, such as winobj, to determine the SCSI bus number.

- 2 Determine the target ID that the device uses in the virtual machine and on the host system.

This ID is usually set by some jumpers or switches on the device.

- 3 Determine whether the device driver for the device is installed on the host system.

If the device driver is not installed, install it and see if the device appears. To avoid a device-in-use conflict between the host and guest, you might not want to install the driver on the host system.

- 4 If an original SCSI device driver is already installed on the host system, disable it.

Some Windows operating systems do not process the send command from the adapter if the device driver owns the device.

- 5 Power off the virtual machine and open the virtual machine configuration (.vmx) file in a text editor.

- 6 Add or change the following line in the virtual machine configuration (.vmx) file.

scsiZ:Y.fileName = "*deviceName*"

Z is the SCSI bus number the device uses in the virtual machine. For *deviceName*, use **scsiX:Y**, where **X** is the SCSI bus number that the device uses on the host system and **Y** is the target ID that the device uses in both the virtual machine and on the host system.

For example, if the problematic device is a CD-ROM drive, the existing entry is **scsi0:4.fileName = "CdRom0"** and the device on the host system is located on bus 2 with target ID 4, change the line to **scsi0:4.fileName = "scsi2:4"**.

- 7 If the virtual machine does not contain any SCSI devices, to add a generic SCSI device to a new virtual SCSI adapter, or to use an existing SCSI device as a generic SCSI device, add the following line to the virtual machine configuration (.vmx) file.

scsiZ:Y.deviceType = "scsi-passthru"

- 8 If the virtual machine does not contain any SCSI devices, or to add a generic SCSI device to a new virtual SCSI adapter, add the following lines to the virtual machine configuration (.vmx) file.

```
scsiZ:Y.present = "true"
scsiZ.present = "true"
```


Configuring Sixteen-Way Virtual Symmetric Multiprocessing

With virtual symmetric multiprocessing (SMP), you can assign processors and cores per processor to a virtual machine on any host system that has at least two logical processors.

Workstation Player considers multiprocessor hosts that have two or more physical CPUs, single-processor hosts that have a multicore CPU, and single-processor hosts that have hyperthreading enabled, to have two logical processors.

Note On hyperthreaded uniprocessor hosts, performance of virtual machines that have virtual SMP might be below normal. Even on multiprocessor hosts, performance is affected if you overcommit by running multiple workloads that require more total CPU resources than are physically available.

You can power on and run multiple dual-processor virtual machines concurrently. The number of processors for a given virtual machine appears in the summary view of the virtual machine.

Configure Sixteen-Way Virtual Symmetric Multiprocessing

You can configure sixteen-way virtual symmetric multiprocessing (SMP) for an existing virtual machine.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, select **Processors**.
- 3 Change the **Number of processors** setting to 16.
- 4 Click **OK** to save your changes.

Use a Virtual Machine That Has More Than Sixteen Virtual Processors

If Workstation Player is running on a multiprocessor host system, you can open a virtual machine that has more than 16 virtual processors assigned to it. You must change the number of processors before powering on the virtual machine.

You can see the number of processors in the virtual machine summary view or by viewing the virtual machine hardware settings.

Prerequisites

Power off the virtual machine.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.

2 On the **Hardware** tab, select **Processors**.

Note that **Number of processors** is set to **Other (x)**, where **x** is the number of processors originally assigned to it. Workstation Player preserves this original configuration setting for the number of processors, even though eight is the maximum number of processors supported.

3 Change the **Number of processors** setting to 1, 2, 4, 8, or 16.

After you commit a change to this setting, the original setting for the number of processors is discarded and no longer appears as an option.

4 Click **OK** to save your changes.

Configuring Keyboard Features

You can change key combinations for hot-key sequences in Workstation Player and the language for the keyboard that VNC clients use. You can also configure platform-specific keyboard features for Windows and Linux host systems.

- [Use the Enhanced Virtual Keyboard Feature in a Virtual Machine](#)

The enhanced virtual keyboard feature provides better handling of international keyboards and keyboards that have extra keys. This feature is available only on Windows host systems.

- [Use Ctrl+Alt in a Key Combination](#)

Because Ctrl+Alt tells Workstation Player to release mouse and keyboard input, hot-key combinations that include Ctrl+Alt are not passed to the guest operating system. You must use the Space key if the key combination includes Ctrl+Alt.

- [Configure Keyboard Mapping for a Remote X Server](#)

Although the keyboard works correctly with a local X server, it might not work correctly when you run the same virtual machine with a remote X server.

- [Change How a Specific Key Is Mapped](#)

If some keys on the keyboard do not work correctly in a virtual machine, you can set a property that makes a modification to the map. To change how a specific key is mapped, you add the appropriate property to the virtual machine configuration (.vmx) file or to ~/.vmware/config.

- [Configure How Keysyms Are Mapped](#)

When key code mapping cannot be used or is disabled, Workstation Player maps keysyms to v-scan codes. If a language-specific keyboard does not appear to be supported by Workstation Player, you might need to set a property that tells Workstation Player which keysym table to use.

- [V-Scan Code Table](#)

You specify v-scan codes when you change how keys or keysyms are mapped.

Use the Enhanced Virtual Keyboard Feature in a Virtual Machine

The enhanced virtual keyboard feature provides better handling of international keyboards and keyboards that have extra keys. This feature is available only on Windows host systems.

Because it processes raw keyboard input as soon as possible, the enhanced virtual keyboard feature also offers security improvements by bypassing Windows keystroke processing and any malware that is not already at a lower layer. When you use the enhanced virtual keyboard feature, only the guest operating system acts when you press Ctrl+Alt+Delete.

Prerequisites

- If you recently installed or upgraded Workstation Player, but did not restart the host system, restart the host system.
- Power off the virtual machine.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Options** tab, select **General**.
- 3 Select an option from the **Enhanced virtual keyboard** drop-down menu.

Option	Description
Off	The virtual machine does not use the enhanced virtual keyboard feature. This is the default value.
Use if available (recommended)	The virtual machine uses the enhanced virtual keyboard feature, but only if the enhanced virtual keyboard driver is installed on the host system.
Required	The virtual machine must use the enhanced the virtual keyboard feature. If you select this option and the enhanced keyboard driver is not installed on the host system, Workstation Player returns an error message.

- 4 Click **OK** to save your changes.

Install the Enhanced Keyboard Driver on a Windows Host

To use the enhanced virtual keyboard feature in a virtual machine, you must install the enhanced keyboard driver on the Windows host system. If you did not install the enhanced keyboard driver when you initially installed or upgraded Workstation Player, you can install it by running the Workstation Player installer in program maintenance mode.

Prerequisites

Verify that you have administrative privileges on the host system.

Procedure

- 1 Log in to the Windows host system as the Administrator user or as a user who is a member of the local Administrators group.

If you log in to a domain, the domain account must also be a local administrator.

- 2 Double-click the VMware-player-xxxx-xxxxxxx.exe file, where xxxx-xxxxxxx is the version and build numbers.
- 3 Select **Modify/Change**.
- 4 Select **Enhanced Keyboard Utility**.
- 5 Follow the prompts to finish the installation.

What to do next

Enable the enhanced virtual keyboard feature for the virtual machine. See [Use the Enhanced Virtual Keyboard Feature in a Virtual Machine](#).

Use Ctrl+Alt in a Key Combination

Because Ctrl+Alt tells Workstation Player to release mouse and keyboard input, hot-key combinations that include Ctrl+Alt are not passed to the guest operating system. You must use the Space key if the key combination includes Ctrl+Alt.

Procedure

- 1 Press Ctrl+Alt+spacebar.
- 2 Release the spacebar without releasing Ctrl and Alt.
- 3 Press the third key of the key combination to send to the guest operating system.

Configure Keyboard Mapping for a Remote X Server

Although the keyboard works correctly with a local X server, it might not work correctly when you run the same virtual machine with a remote X server.

For local X servers, Workstation Player maps X key codes to PC scan codes to correctly identify a key. Because it cannot tell whether a remote X server is running on a PC or on some other kind of computer, Workstation Player uses this key code map only for local X servers. You can set a property to tell Workstation Player to use key code mapping. See [Understanding X-Key Codes and Keysyms](#) for more information.

To configure a keyboard mapping for a remote X server, you add the appropriate property to the virtual machine configuration (.vmx) file or to ~/.vmware/config.

Prerequisites

- Verify that the remote X server is an XFree86 server running on a PC.

- Power off the virtual machine and exit Workstation Player.

Note If the keyboard does not work correctly on an XFree86 server running locally, report the problem to VMware technical support.

Procedure

- ◆ If you use an XFree86-based server that Workstation Player does not recognize as an XFree86 server, add the `xkeymap.usekeycodeMap` property and set it to **TRUE**.

This property tells Workstation Player to always use key code mapping regardless of server type.

For example: `xkeymap.usekeycodeMap = "TRUE"`

- ◆ If Workstation Player does not recognize the remote server as an XFree86 server, add the `xkeymap.usekeycodeMapIfXFree86` property and set it to **TRUE**.

This property tells Workstation Player to use key code mapping if you are using an XFree86 server, even if it is remote.

For example: `usekeycodeMapIfXFree86 = "TRUE"`

Understanding X-Key Codes and Keysyms

Pressing a key on a PC keyboard generates a PC scan code based roughly on the position of the key. For example, the Z key on a German keyboard generates the same code as the Y key on an English keyboard because they are in the same position on the keyboard. Most keys have one-byte scan codes, but some keys have two-byte scan codes with prefix 0xe0.

Internally, Workstation Player uses a simplified version of the PC scan code that is a single nine-bit numeric value, called a v-scan code. A v-scan code is written as a three-digit hexadecimal number. The first digit is 0 or 1. For example, the Ctrl key on the left side of the keyboard has a one-byte scan code (0x1d) and its v-scan code is 0x01d. The Ctrl key scan code on the right side of the keyboard is two bytes (0xe0, 0x1d) and its v-scan code is 0x11d.

An XFree86 server on a PC has a one-to-one mapping from X key codes to PC scan codes, or v-scan codes, which is what Workstation Player uses. When Workstation Player is hosted on an XFree86 server and runs a local virtual machine, it uses the built-in mapping from X key codes to v-scan codes. This mapping is keyboard independent and should be correct for most languages. In other cases (not an XFree86 server or not a local server), Workstation Player must map keysyms to v-scan codes by using a set of keyboard-specific tables.

An X server uses a two-level encoding of keys, which includes the X key code and the keysym. An X key code is a one-byte value. The assignment of key codes to keys depends on the X server implementation and the physical keyboard. As a result, an X application normally cannot use key codes directly. Instead, the key codes are mapped into keysyms that have names like space, escape, x and 2. You can use an X application to control the mapping by using the function `XChangeKeyboardMapping()` or by the program `xmodmap`. To explore keyboard mappings, you can use the `xev` command, which shows the key codes and keysyms for keys typed into its window.

A key code corresponds roughly to a physical key, while a keysym corresponds to the symbol on the key top. For example, with an XFree86 server running on a PC, the Z key on the German keyboard has the same key code as the Y key on an English keyboard. The German Z keysym, however, is the same as the English Z keysym, and different from the English Y keysym.

Change How a Specific Key Is Mapped

If some keys on the keyboard do not work correctly in a virtual machine, you can set a property that makes a modification to the map. To change how a specific key is mapped, you add the appropriate property to the virtual machine configuration (.vmx) file or to ~/.vmware/config.

Prerequisites

- Verify that the X server is an XFree86 server running on a PC. If the X server is remote, configure it to use key code mapping. See [Configure Keyboard Mapping for a Remote X Server](#).
- Determine the X key code and the corresponding v-scan code for the key. To find the X key code for a key, run `xev` or `xmodmap -pk`. See [V-Scan Code Table](#) for most v-scan codes.
- Power off the virtual machine and exit Workstation Player.

Procedure

- 1 Open .vmx or ~/.vmware/config in a text editor.
- 2 Add the `xkeymap.keycode.code` property and set it to the v-scan code.

`code` must be a decimal number and the v-scan code must be a C-syntax hexadecimal number, such as 0x001.

In this example, the properties swap left Ctrl and Caps Lock.

```
xkeymap.keycode.64 = "0x01d # X Caps_Lock -> VM left ctrl"
xkeymap.keycode.37 = "0x03a # X Control_L -> VM caps lock"
```

Configure How Keysyms Are Mapped

When key code mapping cannot be used or is disabled, Workstation Player maps keysyms to v-scan codes. If a language-specific keyboard does not appear to be supported by Workstation Player, you might need to set a property that tells Workstation Player which keysym table to use.

Workstation Player determines which table to use by examining the current X keymap. However, its decision-making process can sometimes fail. In addition, each mapping is fixed and might not be completely correct for any given keyboard and X key code-to-keysym mapping. For example, if a user uses `xmodmap` to swap Ctrl and Caps Lock by, the keys are swapped in the virtual machine when using a remote server (keysym mapping), but are unswapped when using a local server (key code mapping). To correct this situation, you must remap the keys in Workstation Player.

To configure how keysyms are mapped, you add one or more properties to the virtual machine configuration (.vmx) file or to ~/.vmware/config.

Prerequisites

- To change the mapping of a few keys, determine the keysym name for each key. To find a keysym name, use the `xev` or `xmodmap -pk` command. The X header file `/usr/include/X11/keysymdef.h` also has a complete list of keysyms. The name of a keysym is the same as its C constant, but without the `XK_` prefix.
- To use a different keysym table, determine which mapping table to use. The tables are located in the `xkeymap` directory in the Workstation Player installation directory, which is usually `/usr/lib/vmware`. The table you must use depends on the keyboard layout. The normal distribution includes tables for PC keyboards for the United States and a number of European countries and languages. For most of these, both the 101-key (or 102-key) and the 104-key (or 105-key) variants are available.

If none of the mapping tables is completely correct, find one that works best, copy it to a new location, and change the individual keysym mappings.

- Familiarize yourself with the v-scan codes. See [V-Scan Code Table](#).
- Power off the virtual machine and exit Workstation Player.

Procedure

- ◆ To disable X key code mapping to map keysyms rather than key codes to v-scan codes, add the `xkeymap.nokeycodeMap` property and set it to `TRUE`.

For example: **`xkeymap.nokeycodeMap = "TRUE"`**

- ◆ If Workstation Player has a table in the `xkeymap` directory for your keyboard but cannot detect it, add the `xkeymap.language` property and set it to one of the tables in the `xkeymap` directory.

For example: **`xkeymap.language = "keyboard_type"`**

If the failure to detect the keyboard means that the table is not completely correct for you, you might need to create a modified table and use the `xkeymap.fileName` property instead.

- ◆ To use a different keysym mapping table that is not in the `xkeymap` directory, add the `xkeymap.fileName` property and set it to the path to the table.

For example: **`xkeymap.fileName = "file_path"`**

The table must list a keysym for each key by using the form `sym="v-scan_code"`, where the `sym` value is an X keysym name and `v-scan_code` is a C-syntax hexadecimal number, for example, `0x001`. Use a new line for each keysym.

Note Because compiling a complete keysym mapping is difficult, you should usually edit an existing table and make small changes.

- ◆ To change the keysym mapping of a few keys, type the `xkeymap.keysym` property for each key, on separate lines.

For example: `xkeymap.keysym.sym = "v-scan_code"`

The value of `sym` must be an X keysym name and `v-scan_code` is a C-syntax hexadecimal number, for example, 0x001.

V-Scan Code Table

You specify v-scan codes when you change how keys or keysyms are mapped.

Following are the v-scan codes for the 104-key U.S. keyboard.

Table 12-1. V-Scan Codes for the 104-Key U.S. Keyboard

Symbol	Shifted Symbol	Location	V-Scan Code
Esc			0x001
1	!		0x002
2	@		0x003
3	#		0x004
4	\$		0x005
5	%		0x006
6	^		0x007
7	&		0x008
8	*		0x009
9	(0x00a
0)		0x00b
-	_		0x00c
=	+		0x00d
Backspace			0x00e
Tab			0x00f
Q			0x010
W			0x011
E			0x012
R			0x013
T			0x014
Y			0x015
U			0x016
I			0x017
O			0x018
P			0x019

Table 12-1. V-Scan Codes for the 104-Key U.S. Keyboard (continued)

Symbol	Shifted Symbol	Location	V-Scan Code
[{		0x01a
]	}		0x01b
Enter			0x01c
Ctrl		left	0x01d
A			0x01e
S			0x01f
D			0x020
F			0x021
G			0x022
H			0x023
J			0x024
K			0x025
L			0x026
;			0x027
'			0x028
`			0x029
Shift		left	0x02a
\			0x02b
Z			0x02c
X			0x02d
C			0x02e
V			0x02f
B			0x030
N			0x031
M			0x032
,	<		0x033
.	>		0x034
/	?		0x035
Shift		right	0x036
*		numeric pad	0x037
Alt		left	0x038
Space bar			0x039
Caps Lock			0x03a
F1			0x03b

Table 12-1. V-Scan Codes for the 104-Key U.S. Keyboard (continued)

Symbol	Shifted Symbol	Location	V-Scan Code
F2			0x03c
F3			0x03d
F4			0x03e
F5			0x03f
F6			0x040
F7			0x041
F8			0x042
F9			0x043
F10			0x044
Num Lock		numeric pad	0x045
Scroll Lock			0x046
Home	7	numeric pad	0x047
Up arrow	8	numeric pad	0x048
PgUp	9	numeric pad	0x049
-		numeric pad	0x04a
Left arrow	4	numeric pad	0x04b
5		numeric pad	0x04c
Right arrow	6	numeric pad	0x04d
+		numeric pad	0x04e
End	1	numeric pad	0x04f
Down arrow	2	numeric pad	0x050
PgDn	3	numeric pad	0x051
Ins	0	numeric pad	0x052
Del		numeric pad	0x053
F11			0x057
F12			0x058
Break	Pause		0x100
Enter		numeric pad	0x11c
Ctrl		right	0x11d
/		numeric pad	0x135
SysRq	Print Scrn		0x137
Alt		right	0x138
Home		function pad	0x147
Up arrow		function pad	0x148

Table 12-1. V-Scan Codes for the 104-Key U.S. Keyboard (continued)

Symbol	Shifted Symbol	Location	V-Scan Code
Page Up		function pad	0x149
Left arrow		function pad	0x14b
Right arrow		function pad	0x14d
End		function pad	0x14f
Down arrow		function pad	0x150
Page Down		function pad	0x151
Insert		function pad	0x152
Delete		function pad	0x153
Windows		left	0x15b
Windows		right	0x15c
Menu			0x15d

The 84-key keyboard has a Sys Req key on the numeric pad. Its v-scan code is 0x054.

Keyboards outside the U.S. usually have an extra key (often < > or < > |) next to the left Shift key. The v-scan code for this key is 0x056.

Modify Hardware Settings for a Virtual Machine

You can modify memory, processor, virtual and physical hard disk, CD-ROM and DVD drive, floppy drive, virtual network adapter, USB controller, sound card, serial port, generic SCSI device, printer, and display settings for a virtual machine.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 Click the **Hardware** tab.
- 3 Select the hardware setting to modify.
- 4 Click **Help** for information about how to modify the hardware setting.

You must power off a virtual machine before you change certain hardware settings.

Configuring Network Connections

13

Workstation Player provides bridged networking, network address translation (NAT), and host-only networking to configure a virtual machine for virtual networking. The software that you need for all networking configurations is installed on the host system when you install Workstation Player

This chapter includes the following topics:

- [Understanding Virtual Networking Components](#)
- [Understanding Common Networking Configurations](#)
- [Configuring Bridged Networking](#)
- [Configuring Network Address Translation](#)
- [Configuring Host-Only Networking](#)
- [Changing a Networking Configuration](#)
- [Enable Jumbo Frames](#)

Understanding Virtual Networking Components

The virtual networking components in Workstation Player include virtual switches, virtual network adapters, the virtual DHCP server, and the NAT device.

Virtual Switches

Like a physical switch, a virtual switch connects networking components together. Virtual switches, which are also referred to as virtual networks, are named VMnet0, VMnet1, VMnet2, and so on. A few virtual switches are mapped to specific networks by default.

Table 13-1. Default Virtual Network Switches

Network Type	Switch Name
Bridged	VMnet0
NAT	VMnet8
Host-only	VMnet1

Workstation Player creates virtual switches as needed, up to 20 virtual switches on a Windows host system and up to 255 virtual switches on a Linux host system. You can connect an unlimited number of virtual network devices to a virtual switch on a Windows host system and up to 32 virtual network devices to a virtual switch on a Linux host system.

Note On Linux host systems, the virtual switch names are in all lowercase letters, for example, vmnet0.

Virtual Network Adapters

When you use the **New Virtual Machine** wizard to create a new virtual machine, the wizard creates a virtual network adapter for the virtual machine. The virtual network adapter appears in the guest operating system as an AMD PCNET PCI adapter, Intel Pro/1000 MT Server Adapter, or Intel 82574L Gigabit Network Connection. In Windows Vista, Windows 7, and Windows 8 guest operating systems, the adapter is an Intel Pro/1000 MT Server Adapter. In Windows 8.1 and Windows 10 guest operating systems, the adapter is an Intel 82574L Gigabit Network Connection.

Player 3.x and later virtual machines can have up to 10 virtual network adapters.

Virtual DHCP Server

The virtual Dynamic Host Configuration Protocol (DHCP) server provides IP addresses to virtual machines in configurations that are not bridged to an external network. For example, the virtual DHCP server assigns IP addresses to virtual machines in host-only and NAT configurations.

NAT Device

In a NAT configuration, the NAT device passes network data between one or more virtual machines and the external network, identifies incoming data packets intended for each virtual machine, and sends them to the correct destination.

Understanding Common Networking Configurations

You can configure bridged networking, NAT, and host-only networking for virtual machines. You can also use the virtual networking components to create sophisticated custom virtual networks.

Creating custom networks is available only on virtual machines that are created in Workstation Player. Although you cannot configure custom networking in Workstation Player, you can run a virtual machine that has custom networking in Workstation Player.

Bridged Networking

Bridged networking connects a virtual machine to a network by using the network adapter on the host system. If the host system is on a network, bridged networking is often the easiest way to give the virtual machine access to that network.

When you install Workstation Player on a Windows or Linux host system, a bridged network (VMnet0) is set up for you. See [Configuring Bridged Networking](#).

NAT Networking

With NAT, a virtual machine does not have its own IP address on the external network. Instead, a separate private network is set up on the host system. In the default configuration, a virtual machine gets an address on this private network from the virtual DHCP server. The virtual machine and the host system share a single network identity that is not visible on the external network.

When you install Workstation Player on a Windows or Linux host system, a NAT network (VMnet8) is set up for you. When you use the **New Virtual Machine** wizard to create a new virtual machine and select the typical configuration type, the wizard configures the virtual machine to use the default NAT network.

You can have only one NAT network. See [Configuring Network Address Translation](#).

Host-Only Networking

Host-only networking creates a network that is completely contained within the host computer. Host-only networking provides a network connection between the virtual machine and the host system by using a virtual network adapter that is visible on the host operating system.

When you install Workstation Player on a Windows or Linux host system, a host-only network (VMnet1) is set up for you. See [Configuring Host-Only Networking](#).

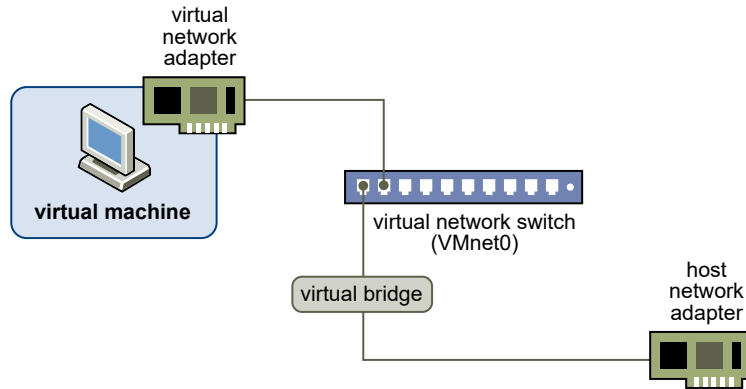
Configuring Bridged Networking

When you install Workstation Player on a Windows or Linux host system, a bridged network (VMnet0) is set up for you. Bridged networking connects a virtual machine to a network by using the network adapter on the host system. If the host system is on a network, bridged networking is often the easiest way to give the virtual machine access to that network.

With bridged networking, the virtual network adapter in the virtual machine connects to a physical network adapter in the host system. The host network adapter enables the virtual machine to connect to the LAN that the host system uses. Bridged networking works with both wired and wireless host network adapters.

Bridged networking configures the virtual machine as a unique identity on the network, separate from and unrelated to the host system. The virtual machine is a full participant in the network. It has access to other machines on the network, and other machines on the network can contact it as if it were a physical computer on the network.

Figure 13-1. Bridged Networking Configuration



You can view and change the settings for bridged networking on the host system, determine which network adapters to use for bridged networking, and map specific host network adapters to specific virtual switches.

Assigning IP Addresses in a Bridged Networking Environment

A virtual machine must have its own identity on a bridged network. For example, on a TCP/IP network, the virtual machine needs its own IP address. Your network administrator can tell you whether IP addresses are available for virtual machines and which networking settings to use in the guest operating system.

Typically, the guest operating system can acquire an IP address and other network details from a DHCP server, but you might need to set the IP address and other details manually in the guest operating system.

Users who boot multiple operating systems often assign the same address to all systems because they assume that only one operating system will be running at a time. If the host system is set up to boot multiple operating systems, and you run one or more operating systems in virtual machines, you must configure each operating system to have a unique network address.

Configure Bridged Networking for an Existing Virtual Machine

You can configure bridged networking for an existing virtual machine.

To configure bridged networking for a new virtual machine, select **Customize Hardware** when you run the **New Virtual Machine** wizard.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, select **Network Adapter**.
- 3 Select **Bridged: Connected directly to the physical network**.

- 4 If you use the virtual machine on a laptop or other mobile device, select **Replicate physical network connection state**.

This setting causes the IP address to be renewed when you move from one wired or wireless network to another.

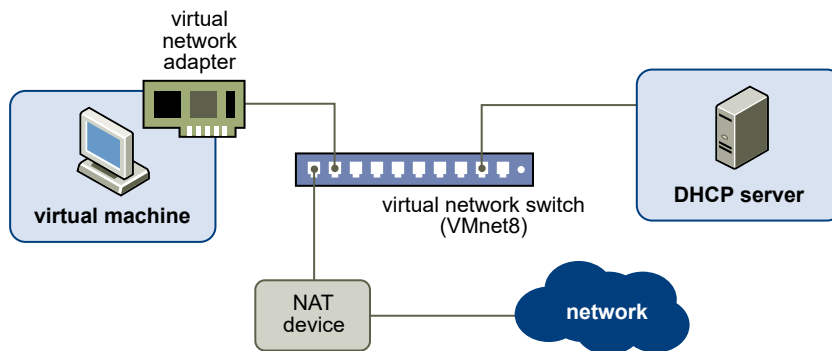
- 5 Click **OK** to save your changes.

Configuring Network Address Translation

When you install Workstation Player on a Windows or Linux host system, a NAT network (VMnet8) is set up for you. When you use the **New Virtual Machine** wizard to create a typical virtual machine, the wizard configures the virtual machine to use the default NAT network.

With NAT, a virtual machine does not have its own IP address on the external network. Instead, a separate private network is set up on the host system. In the default configuration, virtual machines get an address on this private network from the virtual DHCP server.

Figure 13-2. NAT Configuration



The virtual machine and the host system share a single network identity that is not visible on the external network. NAT works by translating the IP addresses of virtual machines in the private network to the IP address of the host system. When a virtual machine sends a request to access a network resource, it appears to the network resource as if the request is coming from the host system.

The host system has a virtual network adapter on the NAT network. This adapter enables the host system and virtual machines to communicate with each other. The NAT device passes network data between one or more virtual machines and the external network, identifies incoming data packets intended for each virtual machine, and sends them to the correct destination.

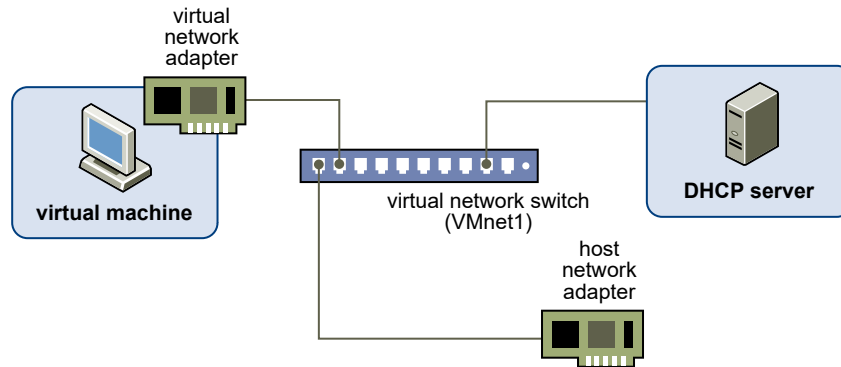
Configuring Host-Only Networking

When you install Workstation Player on a Windows or Linux host system, a host-only network (VMnet1) is set up for you. Host-only networking is useful if you need to set up an isolated virtual network. In a host-only network, the virtual machine and the host virtual network adapter are

connected to a private Ethernet network. The network is completely contained within the host system.

The network connection between the virtual machine and the host system is provided by a virtual network adapter that is visible on the host operating system. The virtual DHCP server provides IP addresses on the host-only network.

Figure 13-3. Host-Only Networking Configuration



In the default configuration, a virtual machine in a host-only network cannot connect to the Internet. If you install the proper routing or proxy software on the host system, you can establish a connection between the host virtual network adapter and a physical network adapter on the host system to connect the virtual machine to a Token Ring or other non-Ethernet network.

On a Windows host computer, you can use host-only networking in combination with the Internet Connection Sharing feature in Windows to allow a virtual machine to use the dial-up networking adapter or other connection to the Internet on the host system. See Microsoft documentation for information on configuring Internet Connection Sharing.

Configure Host-Only Networking for an Existing Virtual Machine

You can configure host-only networking for an existing virtual machine. You can connect a virtual network adapter to the default host-only network (VMnet1) or to a custom host-only network. If a virtual machine has two virtual network adapters, you can connect it to two host-only networks.

To configure host-only networking for a new virtual machine, select **Customize Hardware** when you run the **New Virtual Machine** wizard.

Prerequisites

To connect the virtual machine to two host-only networks, add a second virtual network adapter to the virtual machine. See [Add a Virtual Network Adapter to a Virtual Machine](#).

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab select a virtual network adapter.

3 Select the host-only network.

Option	Action
Use the default host-only network (VMnet1)	Select Host-only: A private network shared with the host.
Use a custom host-only network	Select Custom and select the custom host-only network from the drop-down menu.

4 To connect the virtual machine to a second host-only network, select another virtual network adapter and select the second host-only network.

5 Click **OK** to save your changes.

What to do next

Assign IP addresses to the virtual network adapters. To see the IP address that a host-only network is using, use the `ipconfig /all` command on the Windows host.

Changing a Networking Configuration

You can determine the type of network that a virtual machine is using, add virtual network adapters to a virtual machine, and change the configuration of existing virtual network adapters.

Find the Network Type of a Virtual Machine

Unless you configure a custom network connection, a virtual machine uses a bridged, NAT, or host-only network connection. When you use the **New Virtual Machine** wizard to create a virtual machine, the new virtual machine defaults to using the NAT network type.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, select **Network Adapter**.

Add a Virtual Network Adapter to a Virtual Machine

You can add up to 10 virtual network adapters to a virtual machine.

Prerequisites

Familiarize yourself with the network configuration types. See [Understanding Common Networking Configurations](#).

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, click **Add**.

- 3 To add the virtual network adapter to the virtual machine, select **Network Adapter** and click **Finish**.
- 4 Select the virtual network adapter type.

Option	Description
Bridged	The virtual machine is connected to the network by using the network adapter on the host system. The virtual machine has a unique identity on the network, separate from and unrelated to the host system.
NAT	The virtual machine and the host system share a single network identity that is not visible on the external network. When the virtual machine sends a request to access a network resource, it appears to the network resource as if the request is coming from the host system.
Host-only	The virtual machine and the host virtual network adapter are connected to a private Ethernet network. The network is completely contained within the host system.

- 5 (Optional) Select the **Connect at power on** checkbox.
- 6 Click **Finish** to add the virtual network adapter to the virtual machine.
- 7 Click **OK** to save your changes.
- 8 Verify that the guest operating system is configured to use an appropriate IP address on the new network.
 - a If the virtual machine is using DHCP, release and renew the lease.
 - b If the IP address is set statically, verify that the guest operating system has an address on the correct virtual network.

Modify an Existing Virtual Network Adapter for a Virtual Machine

You can change the settings of a virtual network adapter that is currently used by a virtual machine.

Prerequisites

Familiarize yourself with the network configuration types. See [Understanding Common Networking Configurations](#).

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, select the virtual network adapter.

3 Select the virtual network adapter type.

Option	Description
Bridged	The virtual machine is connected to the network by using the network adapter on the host system. The virtual machine has a unique identity on the network, separate from and unrelated to the host system.
NAT	The virtual machine and the host system share a single network identity that is not visible on the external network. When the virtual machine sends a request to access a network resource, it appears to the network resource as if the request is coming from the host system.
Host-only	The virtual machine and the host virtual network adapter are connected to a private Ethernet network. The network is completely contained within the host system.
Custom	Select a custom network from the drop-down menu. Although VMnet0, VMnet1, and VMnet8 might be available in this list, these networks are usually used for bridged, host-only, and NAT networks.
LAN segment	Select a LAN segment from the drop-down menu. A LAN segment is a private network that is shared by other virtual machines.

4 Click **OK** to save your changes.

5 Verify that the guest operating system is configured to use an appropriate IP address on the new network.

- a If the virtual machine is using DHCP, release and renew the lease.
- b If the IP address is set statically, verify that the guest operating system has an address on the correct virtual network.

Enable Jumbo Frames

With Workstation Player, you can enable jumbo frames for VMware virtual networks.

Jumbo frames let you send larger frames out onto the physical network or between virtual machines on the same host.

Enable Jumbo Frames on Windows Host

With Workstation Player, you can enable jumbo frames for VMware virtual networks in the VMware Virtual Ethernet Adapter on Windows.

Procedure

- 1 Navigate to **Control Panel > Network and Internet > Network Connections**.
- 2 In the Network Connections window, right-click a VMware network adapter and select **Properties**. Click **Configure** on the **Networking** tab.
- 3 In the new window that appears, select the **Advanced** tab and select **Jumbo Packet**.

4 In the **Value** drop-down menu, select the packet size and click **Ok**.

Results

Jumbo frame is enabled.

Configuring Virtual Machine Option Settings

14

Virtual machine options settings control characteristics of individual virtual machines, such as how files are transferred between the host and guest operating system and what happens to a guest operating system when you exit Workstation Player. Some virtual machine options override similar Workstation Player preference settings.

To configure virtual machine option settings for a selected virtual machine, select **Player > Manage > Virtual Machine Settings** and click the **Options** tab.

This chapter includes the following topics:

- [Configuring General Option Settings for a Virtual Machine](#)
- [Configuring Power Options for a Virtual Machine](#)
- [Configuring VMware Tools Options for a Virtual Machine](#)
- [Configuring Unity Mode for a Virtual Machine](#)
- [Configuring Autologin for a Virtual Machine](#)

Configuring General Option Settings for a Virtual Machine

General option settings include the virtual machine name, the guest operating system type and version, and the location of the directory where virtual machine files are stored.

To configure general option settings for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Options** tab, and select **General**.

- [Changing a Virtual Machine Name](#)

You can change the name of a virtual machine. Changing the name of the virtual machine does not change the name of this directory, nor does it rename the virtual machine files on the host. Workstation Player uses the original name of the virtual machine to create the directory where virtual machine files are stored.

■ Changing the Guest Operating System

You can change the guest operating system or operating system version for a virtual machine. You might want to change the guest operating system for a virtual machine when you upgrade the guest operating system or if you specified the wrong operating system version when you created the virtual machine.

■ Changing the Virtual Machine Working Directory

You can change the working directory for a virtual machine. The working directory is where Workstation Player stores suspended state (.vmss), snapshot (.vmsn), and virtual machine paging (.vmem) files. By default, the working directory is where the virtual machine files are stored.

■ Use the Enhanced Virtual Keyboard Feature in a Virtual Machine

The enhanced virtual keyboard feature provides better handling of international keyboards and keyboards that have extra keys. This feature is available only on Windows host systems.

Changing a Virtual Machine Name

You can change the name of a virtual machine. Changing the name of the virtual machine does not change the name of this directory, nor does it rename the virtual machine files on the host. Workstation Player uses the original name of the virtual machine to create the directory where virtual machine files are stored.

To specify a new name for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Options** tab, and select **General**.

Changing the Guest Operating System

You can change the guest operating system or operating system version for a virtual machine. You might want to change the guest operating system for a virtual machine when you upgrade the guest operating system or if you specified the wrong operating system version when you created the virtual machine.

To select a new guest operating system or operating system version for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Options** tab, and select **General**.

When you change the operating system type, the virtual machine configuration file is changed but the guest operating system is not changed. To change the guest operating system, you must obtain the operating system software and upgrade the guest operating system.

The virtual machine must be powered off when you change these settings.

Changing the Virtual Machine Working Directory

You can change the working directory for a virtual machine. The working directory is where Workstation Player stores suspended state (.vmss), snapshot (.vmsn), and virtual machine paging (.vmem) files. By default, the working directory is where the virtual machine files are stored.

To specify a new working directory for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Options** tab, and select **General**.

You might want to change the working directory in the following situations.

- To run a virtual machine that is stored on a network share or iPod, which might slow performance, you can change the working directory to your local hard disk.
- To create a paging file on a fast disk with a lot of disk space but leave the virtual disk and configuration file on a different disk, you can change the working directory so that it is located on the fast disk.

Changing the working directory does not change the directory where Workstation Player stores the virtual machine configuration (.vmx) file and log files.

The virtual machine must be powered off when you change this setting.

Use the Enhanced Virtual Keyboard Feature in a Virtual Machine

The enhanced virtual keyboard feature provides better handling of international keyboards and keyboards that have extra keys. This feature is available only on Windows host systems.

Because it processes raw keyboard input as soon as possible, the enhanced virtual keyboard feature also offers security improvements by bypassing Windows keystroke processing and any malware that is not already at a lower layer. When you use the enhanced virtual keyboard feature, only the guest operating system acts when you press Ctrl+Alt+Delete.

Prerequisites

- If you recently installed or upgraded Workstation Player, but did not restart the host system, restart the host system.
- Power off the virtual machine.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Options** tab, select **General**.
- 3 Select an option from the **Enhanced virtual keyboard** drop-down menu.

Option	Description
Off	The virtual machine does not use the enhanced virtual keyboard feature. This is the default value.
Use if available (recommended)	The virtual machine uses the enhanced virtual keyboard feature, but only if the enhanced virtual keyboard driver is installed on the host system.
Required	The virtual machine must use the enhanced the virtual keyboard feature. If you select this option and the enhanced keyboard driver is not installed on the host system, Workstation Player returns an error message.

- 4 Click **OK** to save your changes.

Configuring Power Options for a Virtual Machine

Power options control how a virtual machine behaves after it is powered off, closed, or suspended.

To configure power options for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Options** tab, and select **Power**.

Table 14-1. Power Options

Option	Description
Enter full screen mode after powering on	The virtual machine window enters full screen mode after it is powered on.
Report battery information to guest	Battery information is reported to the guest operating system. If you run the virtual machine on a laptop in full screen mode, this option enables you to determine when the battery is running low. This option is available only for Workstation 6.x and later virtual machines.

Configuring VMware Tools Options for a Virtual Machine

You can configure how VMware Tools is updated on a virtual machine. You can also configure whether the clock on the guest operating system is synchronized with the clock on the host.

VMware Tools Update Options

The virtual machine VMware Tools update options override the Workstation Player preferences for automatically updating VMware Tools on Linux and Windows guest operating systems.

To configure VMware Tools updates for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Options** tab, and select **VMware Tools**.

Note Automatic updates are not supported for versions of VMware Tools included in virtual machines created with older versions of VMware products, such as Workstation 5.5 and earlier or VMware Server 1.x.

Table 14-2. VMware Tools Update Options

Option	Description
Update manually (do nothing)	You must update VMware Tools manually. A message appears on the status bar of the guest operating system when a new version of VMware Tools is available.
Update automatically	VMware Tools is updated automatically when a new version is available. The status bar indicates when an update is in progress.
Use application default (currently update automatically)	Use the default VMware Tools update behavior.

To install a VMware Tools update, use the same procedure that you used for installing VMware Tools the first time.

Time Synchronization

If you turn on the VMware Tools time synchronization feature, VMware Tools checks once every minute to determine whether the clocks on the guest and host operating systems still match. If not, the clock on the guest operating system is synchronized to match the clock on the host.

Native time synchronization software, such as Network Time Protocol (NTP) for Linux and the Mac OS X, or Microsoft Windows Time Service (Win32Time) for Windows, is typically more accurate than VMware Tools periodic time synchronization and is therefore preferred.

Configuring Unity Mode for a Virtual Machine

In virtual machines that have Windows XP or later guest operating systems, you can switch to Unity mode to display applications directly on the host system desktop. Open applications in Unity mode appear on the taskbar in the same way as open host system applications.

To configure Unity mode settings for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Options** tab, and select **Unity**.

Table 14-3. Unity Mode Options

Setting	Description
Show borders	Set a window border that identifies the application as belonging to the virtual machine rather than to the host computer.
Show badges	Display a logo in the title bar.
Use a custom color in window borders	To help distinguish between the application windows that belong to various virtual machines, use a custom color in window borders. For example, you can set the applications for one virtual machine to have a blue border and set the applications for another virtual machine to have a yellow border. On Windows hosts, click Choose color to use the color chooser.
Enable applications menu	<p>The virtual machine Start or Applications menu appears on the host system desktop.</p> <p>When you can access the virtual machine Start or Applications menu from the host machine desktop, you can start applications in the virtual machine that are not open in Unity mode. If you do not enable this setting, you must exit Unity mode to display the virtual machine Start or Applications menu in the console view.</p>

Configuring Autologin for a Virtual Machine

You can configure the Autologin feature for virtual machines that have a Windows 2000 or later guest operating system. To use Autologin, the virtual machine must be powered on, you must have an existing user account on the local machine, and the latest version of VMware Tools must be installed.

To configure Autologin for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Options** tab, and select **Autologin**.

When you enable Autologin, you must type your login credentials. If you type an incorrect or expired password, you must type your login credentials when you power on the virtual machine. To change your login credentials, select **Change User**.

Note When you enable Autologin or change your login credentials, Autologin settings are saved immediately. If you click **Cancel** in the Virtual Machine Settings dialog box, the changes applied to the Autologin settings are not affected.

Configuring Virtual Machine Hardware Settings

15

You can use virtual machine hardware settings to add, remove, and modify virtual devices for a virtual machine.

To configure hardware settings for a selected virtual machine, select **Player > Manage > Virtual Machine Settings** and click the **Hardware** tab. When you select a device in the left pane, the configuration options for that device appear in the right pane.

This chapter includes the following topics:

- [Adding Hardware to a Virtual Machine](#)
- [Removing Hardware from a Virtual Machine](#)
- [Adjusting Virtual Machine Memory](#)
- [Configuring Virtual Machine Processor Settings](#)
- [Configuring and Maintaining Virtual Hard Disks](#)
- [Configuring CD-ROM and DVD Drive Settings](#)
- [Configuring Floppy Drive Settings](#)
- [Configuring Virtual Network Adapter Settings](#)
- [Configuring USB Controller Settings](#)
- [Configuring Sound Card Settings](#)
- [Configuring Parallel Port Settings](#)
- [Configuring Serial Port Settings](#)
- [Configuring Generic SCSI Device Settings](#)
- [Configuring Printer Settings](#)
- [Configuring Display Settings](#)
- [Installing a Guest Operating System on a Physical Disk or Unused Partition](#)

Adding Hardware to a Virtual Machine

You can use virtual machine hardware settings to add hardware to an existing virtual machine.

To add hardware to a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, and click **Add**.

Note You cannot add hardware to a virtual machine while it is in a suspended state.

The **Add Hardware** wizard prompts you to select the type of device that you want to add and to specify device-specific configuration settings. You can modify many of the configuration settings after the device is created by changing virtual machine hardware settings.

You can add the following types of devices to a virtual machine.

Virtual hard disks

A virtual hard disk is a set of files that appears as a physical disk drive to the guest operating system. You can configure a virtual hard disk as an IDE, SCSI, SATA, or NVMe device. You can add up to 4 IDE devices, up to 60 SCSI devices, up to 120 SATA devices (4 controllers and 30 devices per controller), and up to 60 NVMe devices (4 controllers and 15 devices per controller) to a virtual machine. You can also give a virtual machine direct access to a physical disk.

CD-ROM and DVD drives

You can configure a virtual CD-ROM or DVD drive as an IDE, SCSI, or SATA device. You can add up to 4 IDE devices, up to 60 SCSI devices, and up to 120 SATA devices (4 controllers and 30 devices per controller). You can connect virtual CD-ROM and DVD drives to a physical drive on the host system or to an ISO image file.

Floppy drives

You can add up to two floppy drives. A virtual floppy drive can connect to a physical drive on the host system, to an existing floppy image file, or to a blank floppy image file.

Network adapters

You can add up to 10 virtual network adapters to a virtual machine.

USB controller

You can add one USB controller to a virtual machine. A virtual machine must have a USB controller to use USB devices or smart card readers. For smart card readers, a virtual machine must have a USB controller regardless of whether the smart card reader is actually a USB device.

Sound card

If the host system is configured for sound and has a sound card installed, you can enable sound for virtual machines.

Parallel (LPT) ports

You can attach up to three bidirectional parallel ports to a virtual machine. Virtual parallel ports can output to parallel ports or to files on the host operating system.

Serial (COM) ports

You can add up to four serials ports to a virtual machine. Virtual serial ports can output to physical serial ports, files on the host operating system, or named pipes.

Printers

You can print from a virtual machine to any printer available to the host system without installing additional drivers in the virtual machine. Workstation Player uses ThinPrint technology to replicate the host machine printer mapping in the virtual machine. When you enable the virtual machine printer, Workstation Player configures a virtual serial port to communicate with the host printers.

Generic SCSI devices

You can add up to 60 SCSI devices to a virtual machine. A generic SCSI device gives the guest operating system direct access to a SCSI device connected to the host system. Generic SCSI devices can include scanners, tape drives, CD-ROM drives, and DVD drives.

Removing Hardware from a Virtual Machine

You can remove certain types of hardware from a virtual machine.

To remove hardware from a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, and click **Remove**.

Note You cannot remove hardware from a virtual machine while it is in suspended state.

You can remove the following types of devices from a virtual machine.

- Virtual hard disks
- CD-ROM and DVD drives
- Floppy drives
- Virtual network adapters
- USB controllers
- Sound cards
- Printers
- Generic SCSI devices

You cannot remove the Memory, Processors, and Display device types.

You must power off a virtual machine before you remove a virtual network adapter, sound card, parallel port, serial port, or generic SCSI device. You must also power off Workstation 5 virtual machines before you remove a USB controller.

Adjusting Virtual Machine Memory

You can adjust the amount of memory that is allocated to a virtual machine. You must power off a virtual machine before you change its memory allocation setting.

To adjust the memory allocation for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, and click **Memory**.

The Memory panel includes information to help you select the appropriate amount of memory for the virtual machine. The high end of the range is determined by the amount of memory that is allocated to all running virtual machines. If you allow virtual machine memory to be swapped, this value changes to reflect the specified amount of swapping.

The color-coded icons on the Memory panel indicate the maximum recommended memory, the recommended memory, and the guest operating system recommended minimum memory amounts. To adjust the memory, move the slider along the range of values, or type a value in the **Memory for this virtual machine** text box.

Note Allocating more than the maximum memory to a virtual machine might cause memory swapping. It can also negatively affect host system performance, including the ability to run Workstation Player.

Configuring Virtual Machine Processor Settings

You can configure processor settings for a virtual machine, including the number of processors, the number of cores per processor, and the preferred execution mode for the virtualization engine.

To configure processor settings for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, and select **Processors**.

Table 15-1. Processor Settings

Setting	Description
Number of cores per processor	Select the number of cores per processor. Workstation Player supports up to 16-way virtual Symmetric Multiprocessing (SMP) for guest operating systems running on multiprocessor host machines. You can assign processors and cores per processor to a virtual machine on any host machine that has at least two logical processors.
Virtualize Intel VT-x/EPT or AMD-V/RVI	Workstation Player forces the virtual machine execution mode to VT-x/EPT or AMD-RVI. Physical Address Extension (PAE) mode must be enabled to use virtualized AMD-V/RVI. If the execution mode is not supported by the host system, virtualized VT-x/EPT or AMD/RVI is not available. If you migrate the virtual machine to another VMware product, virtualized VT-x/EPT or AMD-V/RVI might not be available.
Virtualize CPU performance counters	Turn on this feature if you plan to use performance monitoring applications such as VTune or OProfile to optimize or debug software that runs inside the virtual machine. This feature is available only if the virtual machine compatibility is Workstation 9 or later.

Configuring and Maintaining Virtual Hard Disks

You can configure virtual hard disk node and mode settings. You can also use command in the **Utilities** menu to perform common disk maintenance tasks, such as defragmenting, compacting, and expanding a disk.

To perform actions on a virtual hard disk for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, and select the virtual hard disk.

■ Defragmenting Virtual Hard Disks

Like physical disk drives, virtual hard disks can become fragmented. Defragmenting disks rearranges files, programs, and unused space on the virtual disk so that programs run faster and files open more quickly. Defragmenting does not reclaim unused space on a virtual disk.

■ Expanding Virtual Hard Disks

Expanding a virtual hard disk adds storage space to the virtual machine.

■ Compacting Virtual Hard Disks

Compacting a virtual hard disk can reclaim unused space in the virtual disk. Modern disks and operating systems are much more efficient at managing disk space than in the recent past. Therefore, do not expect the compacting procedure to return large amounts of disk space to the host drive.

- [Mapping a Virtual Disk to the Host System](#)

Instead of using shared folders or copying data between a virtual machine and the host system, you can map a virtual disk to the host system. In this case, you map a virtual disk in the host file system as a separate mapped drive. Using a mapped drive lets you connect to the virtual disk without going into a virtual machine.

- [Changing Virtual Hard Disk Node and Mode Settings](#)

You can change virtual hard disk node and mode settings.

Defragmenting Virtual Hard Disks

Like physical disk drives, virtual hard disks can become fragmented. Defragmenting disks rearranges files, programs, and unused space on the virtual disk so that programs run faster and files open more quickly. Defragmenting does not reclaim unused space on a virtual disk.

There must be adequate free working space on the host system to defragment a virtual hard disk. If the disk is contained in a single file, for example, you need free space equal to the size of the disk file. Other virtual hard disk configurations require less free space. You cannot defragment a virtual hard disk while it is mapped or mounted.

To defragment a virtual hard disk for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, select the virtual hard disk, and select **Defragment** from the **Utilities** menu.

Note Defragmenting a virtual hard disk can take several minutes.

Expanding Virtual Hard Disks

Expanding a virtual hard disk adds storage space to the virtual machine.

When you expand a virtual hard disk, the added space is not immediately available to the virtual machine. To make the added space available, you must use a disk management tool to increase the size of the existing partition on the virtual hard disk to match the expanded size.

The disk management tool that you use depends on the virtual machine guest operating system. Many operating systems, including Windows 7 and later, and many versions of Linux, provide built-in disk management tools that can resize partitions. Third-party disk management tools are also available, such as Symantec/Norton PartitionMagic, EASEUS Partition Master, Acronis Disk Director, and the open-source tool GParted.

When you expand the size of a virtual hard disk, partition and file-system size are not affected.

To expand a virtual hard disk for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, select the virtual hard disk, and select **Expand** from the **Utilities** menu.

Note As an alternative to expanding a virtual hard disk, you can add a new virtual hard disk to the virtual machine.

Compacting Virtual Hard Disks

Compacting a virtual hard disk can reclaim unused space in the virtual disk. Modern disks and operating systems are much more efficient at managing disk space than in the recent past. Therefore, do not expect the compacting procedure to return large amounts of disk space to the host drive.

You cannot compact a virtual hard disk if disk space is preallocated or if the virtual hard disk is mapped or mounted.

To compact a virtual hard disk for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, select the virtual hard disk, and select **Compact** from the **Utilities** menu.

Mapping a Virtual Disk to the Host System

Instead of using shared folders or copying data between a virtual machine and the host system, you can map a virtual disk to the host system. In this case, you map a virtual disk in the host file system as a separate mapped drive. Using a mapped drive lets you connect to the virtual disk without going into a virtual machine.

Map or Mount a Virtual Disk to a Drive on the Host System

When you map a virtual disk and its associated volume to a drive on the host system, you can connect to the virtual disk without opening a virtual machine.

After you map the virtual disk to a drive on the host system, you cannot power on any virtual machine that uses the disk until you disconnect the disk from the host system.

Important If you mount a virtual disk that has a snapshot and then write to the disk, you can irreparably damage a snapshot or linked clone created from the virtual machine. Note that Workstation Player does not support taking snapshots or deleting them.

Mapping a virtual disk to a host system is not supported in the standalone version of Workstation Player. Virtual disk mapping is supported in the Workstation Player version included with Workstation Pro.

Prerequisites

- Power off all virtual machines that use the virtual disk.
- Verify that the virtual disk (.vmdk) files on the virtual disk are not compressed and do not have read-only permissions.
- On a Windows host, verify that the volume is formatted with FAT (12/16/32) or NTFS. Only FAT (12/16/32) and NTFS formatting is supported. If the virtual disk has mixed partitions, for example, one partition is formatted with a Linux operating system and another partition is formatted with a Windows operating system, you can map the Windows partition only.
- Verify that the virtual disk is unencrypted. You cannot map or mount encrypted disks.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, select **Hard Disk**, click **Utilities**, and select **Map**.
- 3 On a Windows host, leave the check box **Open file in read-only mode** selected in the Map Virtual Disk dialog box.

This setting prevents you from accidentally writing data to a virtual disk that might be the parent of a snapshot or linked clone. Writing to such a disk might make the snapshot or linked clone unusable.

- 4 Browse to a virtual disk (.vmdk) file, select it, and click **Open**.
- 5 Select the volume to map or mount and select an unused drive letter on the host system.
- 6 (Optional) On a Windows host, if you do not want the drive to open in Windows Explorer after it is mapped, deselect the **Open drive in Windows Explorer after mapping** check box.
- 7 Click **OK** or **Mount**.

The drive appears on the host system. You can read from or write to files on the mapped virtual disk on the host system.

Disconnect a Virtual Disk from the Host System

To use a virtual disk from a virtual machine after it has been mapped or mounted on the host system, you must disconnect it from the host system.

On Windows hosts, you must use Workstation Player to disconnect the drive from the host system. The mapped drive letter does not appear in the list of network drives when you use the Windows **Disconnect Network Drive** command.

Procedure

- 1 Select the virtual machine and select **Player > Manage > Virtual Machine Settings**.
- 2 On the **Hardware** tab, select **Hard Disk**, click **Utilities**, and select **Disconnect**.

Results

You can now power on any virtual machine that uses this disk.

Changing Virtual Hard Disk Node and Mode Settings

You can change virtual hard disk node and mode settings.

To change the node and mode settings for a virtual hard disk on a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, select the virtual hard disk, and click **Advanced**. By default, changes are immediately written to the disk.

Table 15-2. Virtual Hard Disk Node and Mode Settings

Setting	Description
Virtual device node	Select the SCSI, IDE, SATA, or NVMe device identifier to use for the drive. For example, if you select SCSI 0:2, the guest operating system detects the drive as ID 2 on controller 0. You determine whether the virtual disk is seen as a SCSI, IDE, SATA, or NVMe device at the time that you create it.

Configuring CD-ROM and DVD Drive Settings

You can configure CD-ROM and DVD drive settings, including the virtual device node and legacy emulation modes.

To configure CD-ROM and DVD drive settings for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, and select the drive.

■ [Configuring CD-ROM and DVD Drive Status and Connection Settings](#)

Device status and connection settings control when a CD-ROM or DVD drive is connected to a virtual machine, whether to use a specific drive or allow Workstation Player to detect a drive, and whether to use an ISO image file instead of a physical drive.

■ [Changing Virtual Device Node and Legacy Emulation Settings](#)

You can use the advanced settings to change the virtual device node and legacy emulation settings for a CD-ROM or DVD drive. You must power off the virtual machine before you change these settings.

Configuring CD-ROM and DVD Drive Status and Connection Settings

Device status and connection settings control when a CD-ROM or DVD drive is connected to a virtual machine, whether to use a specific drive or allow Workstation Player to detect a drive, and whether to use an ISO image file instead of a physical drive.

To configure device status and connection settings for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, and select the drive.

Table 15-3. Device Status and Connection Settings

Setting	Description
Connected	Connect the drive or ISO image file while the virtual machine is running.
Connect at power on	Connect the drive or ISO image path when you power on the virtual machine.
Use physical drive	Select a specific drive or select Auto detect to allow Workstation Player to detect a drive to use.
Use ISO image file	Specify or select an ISO image file for the virtual machine to use.

To disable or enable access to a CD-ROM or DVD drive while a virtual machine is running, select the virtual machine, select **Player > Removable Devices > CD/DVD**, and select **Disconnect** or **Connect**.

Changing Virtual Device Node and Legacy Emulation Settings

You can use the advanced settings to change the virtual device node and legacy emulation settings for a CD-ROM or DVD drive. You must power off the virtual machine before you change these settings.

To configure virtual device and legacy emulation settings for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, select the drive, and click **Advanced**.

Use the settings to select which SCSI, IDE, SATA, or NVMe device identifier to use for the drive. For example, if you select SCSI 0:2, the guest operating system detects the drive as ID 2 on controller 0. You can select the IDE, SCSI, SATA, or NVMe node options regardless of the physical device type. For example, if the physical drive is an IDE device, you can select a SCSI node. In this case, the virtual machine detects the drive as a SCSI device.

If you select the **Legacy emulation** setting, the virtual hardware works as it did in an earlier release of Workstation Player. By default, Workstation Player attempts to make the advanced features of your drive available, but sometimes this setting might cause the drive to not work with the virtual machine. Selecting the **Legacy emulation** setting reverts Workstation Player to the previous emulation mode for the drive. Legacy emulation is helpful for troubleshooting purposes.

Configuring Floppy Drive Settings

You can configure when a floppy drive is connected to a virtual machine, whether to use a specific drive or allow Workstation Player to detect a drive, and whether to use an disk drive image file instead of a physical drive.

To configure floppy drive settings for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, and select the floppy drive.

Table 15-4. Floppy Drive Settings

Setting	Description
Connected	Connect the drive or floppy image file while the virtual machine is running.
Connect at power on	Connect the floppy drive when you power on the virtual machine.
Use a physical drive	Select a specific floppy drive or select Auto detect to allow Workstation Player to detect a drive to use.
Use a floppy image file	Create or browse to a floppy image (.img or .flp) file. Select Read only to prevent changes from being made to the file.

To disable or enable access to a floppy drive while a virtual machine is running, select the virtual machine, select **Player > Removable Devices > Floppy**, and select **Disconnect** or **Connect**.

Configuring Virtual Network Adapter Settings

You can configure when a virtual network adapter is connected to a virtual machine and the type of network connection that the adapter provides.

To configure virtual network adapter settings for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, and select the virtual network adapter.

- [Configuring Virtual Network Adapter Device Status Settings](#)

Device status settings control when a virtual network adapter is connected to a virtual machine.

- [Configuring Bridged Networking](#)

When you configure bridged networking, the virtual machine uses physical network adapters on the host system to connect a network.

- [Configuring Network Address Translation](#)

When you configure Network Address Translation (NAT), the virtual machine shares the IP address and MAC address of the host system.

- [Configuring Host-Only Networking](#)

When you configure host-only networking, Workstation Player creates a virtual private network (VPN) connection between the virtual machine and the host system.

- [Configuring LAN Segments](#)

When you select a LAN segment, the virtual machine uses a private network that can be shared with other virtual machines. LAN segments are useful for multitier testing, network performance analysis, and situations where virtual machine isolation are important.

- [Configuring Virtual Network Adapter Advanced Settings](#)

You can use the advanced virtual network adapter settings to limit the bandwidth, specify the acceptable packet loss percentage, and create network latency for incoming and outgoing data transfers for a virtual machine.

Configuring Virtual Network Adapter Device Status Settings

Device status settings control when a virtual network adapter is connected to a virtual machine.

To configure virtual network adapter device status settings for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, and select the virtual network adapter.

Table 15-5. Device Status Settings

Setting	Description
Connected	Connect the virtual network adapter while the virtual machine is running.
Connect at power on	Connect the virtual network adapter when you power on the virtual machine.

Configuring Bridged Networking

When you configure bridged networking, the virtual machine uses physical network adapters on the host system to connect a network.

If the host system is on a network, bridged networking is often the easiest way to give a virtual machine access to that network.

With bridged networking, the virtual machine appears as an additional computer on the same physical Ethernet network as the host system. The virtual machine can transparently use the services available on the network, including file servers, printers, and gateways. Physical hosts and other virtual machines configured with bridged networking can also use the resources of the virtual machine.

When you use bridged networking, the virtual machine must have its own identity on the network. For example, on a TCP/IP network, the virtual machine must have its own IP address. Virtual machines typically acquire an IP address and other network details from a DHCP server. In some configurations, you might need to set the IP address and other details manually.

Users who boot multiple operating systems often assign the same address to all systems because they assume that only one operating system will be running at the same time. If the host system is set up to boot multiple operating systems and you run one or more of them in virtual machines, configure each operating system with a unique network address.

When the **Replicate physical connection state** option is selected, the IP address is automatically renewed when you move from one wired or wireless network to another. This setting is useful for virtual machines than run on laptops or other mobile devices.

Changing Automatic Bridging Settings

When automatic bridging mode is configured, you can restrict the physical network adapters that a virtual switch bridges to.

To change automatic bridging settings, select **Player > Virtual Machine Settings > Network Adapter > Configure Adapters**, select the host network adapter(s) to automatically bridge, and click **OK**.

By default, a virtual switch bridges to all active network adapters on the host system when it is configured for automatic bridging. The choice of which adapter to use is arbitrary.

To prevent a virtual switch from bridging to a particular physical network adapter, deselect the check box for that host network adapter.

Configuring Network Address Translation

When you configure Network Address Translation (NAT), the virtual machine shares the IP address and MAC address of the host system.

The virtual machine and the host system share the a single identity that is not visible outside the network. The virtual machine does not have its own IP address. Instead, a separate private network is set up on the host system and the virtual machine obtains an address on that network from the VMware virtual DHCP server. The VMware NAT device passes network data between one or more virtual machines and the external network. The VMware NAT device identifies incoming data packets that are intended for each virtual machine and sends them to the correct destination.

With NAT, a virtual machine can use many standard protocols to connect to other machines on the external network. For example, you can use HTTP to browse Web sites, FTP to transfer files, and Telnet to log in to other systems. You can also connect to a TCP/IP network by using a Token Ring adapter on the host system.

In the default configuration, systems on the external network cannot initiate connections to the virtual machine. For example, the default configuration does not let you use the virtual machine as a Web server to send Web pages to systems on the external network. This limitation protects the guest operating system from being compromised before you can install security software.

By default, NAT is used when you use the **New Virtual Machine** wizard to create a virtual machine.

The virtual machine uses NAT to connect to the Internet or other TCP/IP network by using the networking connection on the host system. NAT works with Ethernet, DSL, and phone modems. A separate private network is set up on the host system. The virtual machine obtains an address on that network from the VMware virtual DHCP server.

Configuring Host-Only Networking

When you configure host-only networking, Workstation Player creates a virtual private network (VPN) connection between the virtual machine and the host system.

A VPN is typically not visible outside the host system. Multiple virtual machines configured with host-only networking on the same host system are on the same network. The VMware DHCP server provides addresses on the network.

If you install the proper routing or proxy software on the host system, you can establish a connection between the host virtual network adapter and a physical network adapter on the host system. With this configuration, you can connect the virtual machine to a Token Ring or other non-Ethernet network.

On Windows host systems, you can use host-only networking in combination with the Internet Connection Sharing feature in Windows. With this combination, the virtual machine can use the dial-up networking adapter on the host system or another connection to the Internet. See the Windows documentation for more information on Internet Connection Sharing.

Configuring LAN Segments

When you select a LAN segment, the virtual machine uses a private network that can be shared with other virtual machines. LAN segments are useful for multitier testing, network performance analysis, and situations where virtual machine isolation are important.

If you add an existing virtual machine to a LAN segment, the virtual machine might be configured to expect an IP address from a DHCP server. Unlike host-only and NAT networking, Workstation Player does not provide a DHCP server for LAN segments. You must manually configure IP addressing for virtual machines on a LAN segment. You can either configure a DHCP server on the LAN segment to allocate IP addresses, or you can configure a fixed IP address for each virtual machine on the LAN segment.

You can click **LAN Segments** to create new LAN segments or delete and rename existing LAN segments. Deleting a LAN segment disconnects all virtual network adapters that are configured for that LAN segment. When you delete a LAN segment, you must manually configure its disconnected virtual network adapter to reconnect the virtual machine to the network.

Configuring Virtual Network Adapter Advanced Settings

You can use the advanced virtual network adapter settings to limit the bandwidth, specify the acceptable packet loss percentage, and create network latency for incoming and outgoing data transfers for a virtual machine.

The advanced virtual network adapter settings allow you to simulate a network environment that differs from your own.

To configure advanced virtual network adapter settings for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, select the virtual network adapter, and click **Advanced**.

Table 15-6. Virtual Network Adapter Advanced Settings

Setting	Description
Bandwidth and Kbps	<p>To limit incoming or outgoing data transfers to the data transfer rate for a specific network connection type, select the network connection type from the Bandwidth drop-down menu. The value in the Kbps text box changes to the data transfer rate, in kilobits per second, of the network connection type that you select. For example, if you select Leased Line T1 (1.544 Mbps), the value in the Kbps text box changes to 1544.</p> <p>To limit incoming or outgoing data transfers to a specific data transfer rate, select Custom and type the data transfer rate in kilobits per second in the Kbps text box.</p> <p>The default bandwidth setting for both incoming and outgoing data transfers is Unlimited.</p>
Packet Loss (%)	<p>The acceptable packet loss percentage for incoming or outgoing data transfers. The default setting is 0.0%.</p>

Table 15-6. Virtual Network Adapter Advanced Settings (continued)

Setting	Description
Latency (ms)	To simulate network latency for incoming and outgoing data transfers, set the number of milliseconds (ms) of latency. The latency range is 0 to 2,000 ms. Note Expect actual network latency to be up to 10 ms above the number you set. For example, if you set latency at 200 ms, expect the actual latency to be between 200 to 210 ms.
MAC Address	To assign a new MAC address to the network adapter, either type a new address in this text box or click Generate to have Workstation Player generate a new address.

Configuring USB Controller Settings

You can configure whether a USB controller supports isochronous USB and Bluetooth devices and whether human interface devices (HIDs) appear in the Removable Devices menu.

To configure USB controller settings for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, and click **USB Controller**.

Table 15-7. USB Controller Settings

Setting	Description
USB Compatibility	Selecting USB 2.0 or 3.0 enables support for isochronous USB devices, including Web cams, speakers, and microphones.
Show all USB input devices	Human interface devices (HIDs), such as USB 1.1 and 2.0 mouse and keyboard devices, appear in the Removable Devices menu. Icons for HIDs appear in the status bar. An HID that is connected to the guest operating system is not available to the host system. The virtual machine must be powered off when you change this setting.
Share Bluetooth devices with the virtual machine	Enable support for Bluetooth devices.

To connect or disconnect USB devices while a virtual machine is running, select the virtual machine and select **Player > Removable Devices**. With the two-port USB controller, you can connect to both USB 1.1 and USB 2.0 devices.

Important Before you unplug a USB device or select a removable device to disconnect a USB device from a virtual machine, follow the device manufacturer's procedures for safely unplugging the device from a physical computer.

Configuring Sound Card Settings

You can configure when a sound card is connected to a virtual machine. You can also configure whether a virtual machine uses a specific sound card or the default sound card in the host system.

To configure sound card settings for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, and click **Sound Card**.

Table 15-8. Sound Card Settings

Setting	Description
Connected	Connect the sound device while the virtual machine is running.
Connect at power on	Connect the sound device when you power on the virtual machine.
Use default host sound card	Make the virtual machine use the default sound card in the host system.
Specify host sound card	(Windows hosts only) Select a specific host sound card for the virtual machine to use.
Use physical sound card	(Linux hosts only) Select a specific host sound card to for the virtual machine to use.
Enable Echo Cancellation	Enable echo cancellation for the sound card.

Configuring Parallel Port Settings

You can configure when a parallel port is connected to a virtual machine and whether to send output to a physical port or to a file on the host system.

To configure parallel port settings for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, and select the parallel port.

Table 15-9. Parallel Port Settings

Setting	Description
Connected	Connect the port while the virtual machine is running.
Connect at power on	Connect the port when you power on the virtual machine. If the guest operating system cannot access the parallel port device when you power on the virtual machine, deselect this setting. You can use the Removable Devices menu to enable access to the parallel port after the virtual machine is powered on.
Use a physical parallel port	Select a host parallel port for the virtual machine to use.
Use output file	Send output from the virtual parallel port to a file on the host system. Either locate an existing output file or browse to a directory and type a filename to create a new output file.

Configuring Serial Port Settings

You can configure when a serial port is connected to a virtual machine. You can also configure whether to send output to a physical port or to a file on the host system, set up a direct connection between two virtual machines, and specify whether the guest operating system uses the port in polled mode.

To configure serial port settings for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, and select the serial port.

Table 15-10. Serial Port Settings

Setting	Description
Connected	Connect the port while the virtual machine is running.
Connect at power on	Connect the port when you power on the virtual machine.
Use a physical serial port	Select a host serial port.
Use output file	Send output from the virtual serial port to a file on the host system. Either locate an existing output file or navigate to the desired directory and type a filename for the file to create.
Use named pipe or Use socket (named pipe)	<p>Set up a direct connection between two virtual machines or a connection between a virtual machine and an application on the host system.</p> <p>(Windows hosts) Use the default pipe name, or enter another pipe name. The pipe name must begin with <code>\\.\pipe\</code> and must be the same on both the server and the client. For example:</p> <p><code>\\.\pipe\\namedpipe</code></p>
Yield CPU on poll	<p>The guest operating system uses the port in polled mode rather than interrupt mode. It yields processor time if its only task is to poll the virtual serial port.</p> <p>If the guest operating system uses the serial port in interrupt mode, do not select this setting.</p> <p>Note This setting is useful for developers who are using debugging tools that communicate over a serial connection. Selecting this setting can improve performance when the guest operating system uses the serial port in polled mode.</p>

Configuring Generic SCSI Device Settings

You can configure when a generic SCSI device is connected to a virtual machine, specify the physical SCSI device to connect to on the host system, and select the SCSI identifier to use for the drive.

To configure generic SCSI device settings for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, and select the generic SCSI device.

Table 15-11. Generic SCSI Device Settings

Setting	Description
Connected	Connect the device while the virtual machine is running.
Connect at power on	Connect the device when you power on the virtual machine.

Table 15-11. Generic SCSI Device Settings (continued)

Setting	Description
Specify the physical SCSI device to connect to	<p>Select a host SCSI device.</p> <p>(Windows hosts) Select a device. The menu shows the SCSI devices that are available on the host system.</p> <p>(Linux hosts) Type the name of the <code>/dev/sg</code> entry for the device to install in the virtual machine. For example, if the device is named <code>sga</code>, type <code>/dev/sga</code>.</p>
Virtual device node	<p>Select the SCSI device identifier to use for the drive. For example, if you select SCSI 0:2, the guest operating system sees the drive as ID 2 on controller 0.</p> <p>The virtual machine must be powered off when you change this setting.</p>

Note For specific Windows guest operating systems, you might need to perform additional configuration steps to use a generic SCSI device.

Configuring Printer Settings

You can configure when a printer is connected to a virtual machine.

To configure printer settings for a selected virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, and select **Printer**.

Table 15-12. Printer Settings

Setting	Description
Connected	Connect the printer while the virtual machine is running.
Connect at power on	Connect the printer when you power on the virtual machine.

Configuring Display Settings

You can specify monitor resolution settings, configure multiple monitors, and select accelerated graphics capabilities for a virtual machine.

To configure display settings for a virtual machine, select the virtual machine, select **Player > Manage > Virtual Machine Settings**, click the **Hardware** tab, and select **Display**.

Table 15-13. Display Settings

Setting	Description
Accelerate 3D graphics	<p>Select this setting if you run applications that use DirectX 9 or DirectX 10 accelerated graphics. Accelerated graphics capabilities apply to Windows XP or later guests on hosts running Windows or Linux.</p> <p>The virtual machine must be a Player 3.x or later virtual machine and must have the latest VMware Tools installed.</p>
Use host setting for monitors	<p>When you select this setting, the SVGA driver uses two monitors, a maximum bounding box width of 3840, and a maximum bounding box height of 1920. The virtual machine is configured to have a minimum of two 1920x1200 monitors, in a side-by-side topology, in both normal and rotated orientations. If the host system has more than two monitors, the virtual machine uses the number of monitors on the host system instead. If the host system's bounding box is wider or taller than the defaults, the virtual machine uses the larger size. You should select this setting in most cases.</p>
Specify monitor settings	<p>Set the number of monitors that the virtual machine will see, regardless of the number of monitors on the host system. This setting is useful if you use a multimonitor host system and you need to test in a virtual machine that has only one monitor. It is also useful if you are developing a multimonitor application in a virtual machine and the host system has only one monitor. After you power on the virtual machine, the guest operating system sees the number of monitors that you specified. Select a resolution from the list or type a setting that has the format <i>width</i> x <i>height</i>, where <i>width</i> and <i>height</i> are the number of pixels.</p>
Graphics memory	<p>Select the maximum amount of guest memory that can be used for graphics memory using the drop down menu. The default value of video memory varies by guest OS.</p>
Display Scaling	<p>Enables display scaling for the virtual machine display. The user interface is automatically adjusted when the display changes.</p>

Installing a Guest Operating System on a Physical Disk or Unused Partition

You can install a guest operating system directly on a physical disk or unused partition on the host system.

A physical disk directly accesses an existing local disk or partition. You can use physical disks to run one or more guest operating systems from existing disk partitions.

Workstation Player supports physical disks up to 2 TB capacity. Booting from an operating system already set up on an existing SCSI disk or partition is not supported.

Running an operating system natively on the host system and switching to running it inside a virtual machine is similar to pulling the hard drive out of one computer and installing it in a second computer that has a different motherboard and hardware. The steps you take depend on the guest operating system in the virtual machine. In most cases, a guest operating system that is

installed on a physical disk or unused partition cannot boot outside of the virtual machine, even though the data is available to the host system. See the *Dual-Boot Computers and Virtual Machines* technical note on the VMware Web site for information about using an operating system that can also boot outside of a virtual machine.

After you configure a virtual machine to use one or more partitions on a physical disk, do not modify the partition tables by running `fdisk` or a similar utility in the guest operating system. If you use `fdisk` or a similar utility on the host operating system to modify the partition table of the physical disk, you must recreate the virtual machine physical disk. All files that were on the physical disk are lost when you modify the partition table.

Important You cannot use a physical disk to share files between the host system and a guest operating system. Making the same partition visible to both the host system and a guest operating system can cause data corruption. Instead, use shared folder to share files between the host system and a guest operating system.

Using vctl Command to Manage Containers and Run Kubernetes Cluster

16

You can use the `vctl` command-line utility in Workstation Player to manage containers. In addition, `vctl` provides support for KIND so that KIND can use `vctl` container as "nodes" to run local Kubernetes clusters.

The `vctl` is a command-line utility bundled inside the Workstation Player application, it is supported only on Windows 10 1809 or later. Workstation Player on hosts with Linux OS or Windows OS earlier than Windows 10 1809 don't support the `vctl` CLI.

Related executables come bundled in the Workstation Player application and are available in `C:\Program Files (x86)\VMware\VMware Player` folder by default.

The three executables of the `vctl` command-line utility are summarized in the following section.

containerd.exe

This is a runtime daemon that runs in the background. The `containerd` daemon must be started first before you can run any container related operation. To start it, use the `vctl system start` command and to stop it use the `vctl system stop` command.

containerd-shim-crx-v2.exe

When a new container is started, a new **containerd-shim-crx-v2** process is launched and works as an adapter between the container in CRX VM and the `containerd` daemon.

bin/vctl.exe

It is a command-line utility that runs in the foreground and relays the user input to the `containerd` daemon.

Note The `vctl` CLI runs every container inside a lightweight virtual machine, called CRX VM. By default, a CRX VM is created and starts up when a container starts. It shuts down and is removed when the container stops. The name of the CRX VM is same as the container.

This chapter includes the following topics:

- [Using the vctl Utility](#)

- [Enabling KIND to Use vctl Container as Nodes to Run Kubernetes Clusters](#)
- [Running vctl Commands](#)
- [Cleaning Up Residual Environment Data](#)

Using the vctl Utility

The vctl utility is included with Workstation Player and is ready to run in the Command Prompt or Windows PowerShell window.

Prerequisites

- VMware recommends the use of modern solid-state drive (SSD) as system disk.
- The host operating system must be Windows 10 1809 or later.
- Before using vctl to run any operation on a container image or container, the container runtime must be started first. The container runtime doesn't start automatically when Workstation Player application launches, and does not stop automatically when Workstation Player application quits. You must manually run the `vctl system start` command to start it and run `vctl system stop` command to stop it.

Procedure

- 1 Open a Command Prompt or Windows PowerShell window.
- 2 Run the `vctl system info` command to check the status of the container runtime.

If the command output displays **Container runtime is stopped**, run `vctl system start` command to start the container runtime.

If the command output shows **Container runtime is running**, you can start using vctl to manage containers and container images.
- 3 Run the `vctl` command to list the command-line options.

Enabling KIND to Use vctl Container as Nodes to Run Kubernetes Clusters

In Workstation Player, vctl utility supports KIND. It enables KIND to use vctl container instead of Docker container as nodes to run local Kubernetes clusters.

Prerequisites

By default, vctl assigns 2 GB memory for every CRX VM that hosts the vctl container node. Ensure that your physical machine has 2 GB free memory when running single-node cluster, 4 GB free memory when running two-node cluster. The more nodes configured in your cluster, the more free memory is needed.

Procedure

- 1 Open a Command Prompt or Windows PowerShell window.
- 2 Run the `vctl system start` command to start the vctl container runtime.
- 3 Run `vctl kind` command.

This command performs the following four tasks:

- a Creates a **bin** folder in the `<Home_Folder_of_Your_Account>\.vctl` folder.
- b Downloads **kubectl.exe**, **kind.exe** and **crx.vmdk** files, and saves them to the **bin** folder.
- c Creates a docker shortcut that points to `C:\Program Files (x86)\VMware\VMware Player\bin\vctl.exe` by default.
- d Opens a Command Prompt or Windows PowerShell window and creates a vctl-based KIND context by adding `<Home_Folder_of_Your_Account>\.vctl/bin` to the PATH environment variable and makes it the first searchable path.

So in this window, the three executables under `<Home_Folder_of_Your_Account>\.vctl\bin` folder will take precedence over other existing versions of `kubectl`/`kind`/`docker.exe` executables that were installed before.

- 4 The vctl-based KIND context will be lost if you close the window.

Next time you want to interact with the Kubernetes clusters, run the `vctl kind` command.

This time only Step 3.d will be repeated.

Note

- vctl does not support `kind build` and `kind export logs kind` subcommands.
 - By default, vctl assigns 2 GB memory and 2 CPU cores for the CRX VM that hosts the node container, you can use the `--k8s-cpus` and `--k8s-mem` options of `vctl system config` command to customize the configurations.
-

Running vctl Commands

The vctl commands have syntax and other requirements that you must follow.

Syntax of vctl Commands

The vctl commands are divided into function categories.

The following tables list vctl commands and their function. Options enclosed in square brackets are optional. The vertical bar indicates a keyword choice.

Note Use `--help` to review all the available command options.

vctl Commands to Manage the Container Runtime Resource

Command	Description
vctl system config [OPTIONS]	<p>Configures and initializes the host OS environment for the container engine.</p> <p>The command performs the following tasks:</p> <ul style="list-style-type: none"> ■ Creates a <Home_Folder_of_Your_Account>\.vctl folder if it doesn't exist. ■ Updates the config.yaml file in the .vctl folder with the customized configurations specified by the command options. ■ Prepares the storage. <p>Note The vctl system config command doesn't start containerd daemon.</p>
vctl system info [OPTIONS]	Displays the container runtime information.
vctl system start [OPTIONS]	<p>Starts the container engine.</p> <p>The command performs the following tasks:</p> <ul style="list-style-type: none"> ■ Creates a <Home_Folder_of_Your_Account>\.vctl folder if it doesn't exist. ■ Updates the config.yaml file in the .vctl folder with the customized configurations specified by the command options. ■ Prepares the storage. ■ Starts the containerd daemon.
vctl system stop [OPTIONS]	Stops the container runtime.

vctl Commands to Manage the Image Resource

Command	Description
vctl build [OPTIONS] PATH	<p>Builds a container image using a Dockerfile.</p> <p>Note If the RUN instructions in the Dockerfile run network-related commands, add ENV instruction into the Dockerfile to set network proxy, for example: ENV https_proxy <Proxy_Server>:Proxy_Port for the network operations to succeed.</p>
vctl images [OPTIONS] [IMAGE...]	Lists container images and displays basic information about the container images.
vctl push [OPTIONS] IMAGE [REMOTE_URL]	Pushes the container image to the registry.
vctl rmi [OPTIONS] ([IMAGE...] --all)	Deletes one or more container images.
vctl tag [OPTIONS] SOURCE_IMAGE TARGET_IMAGE [TARGET_IMAGE...]	Tags container images. It creates an image alias with the TARGET_IMAGE.
vctl pull [OPTIONS] IMAGE	Pulls a container image from the registry.

vctl Commands to Manage the Container Resource

Command	Description
vctl create [OPTIONS] IMAGE [COMMAND] [ARGUMENTS...]	<p>Creates a new container from a container image.</p> <p>Note Ensure the following when you use the <code>--volume</code> option:</p> <ul style="list-style-type: none"> ■ Specify paths to the folder. The <code>--volume</code> doesn't support path to files. ■ Use absolute path. Relative paths are not supported. ■ Only anonymous volumes can be mounted, mounting named volumes is not supported. <p>Note Ensure the following when you use the <code>--publish</code> option:</p> <ul style="list-style-type: none"> ■ The vctl utility doesn't have a subnet or a link feature to connect multiple containers to a subnet. <p>To enable communication between multiple containers, start the container with the <code>--publish</code> option. This binds the container port to the host port so that the service provided by the container is accessible from the outside.</p>
vctl describe [OPTIONS] CONTAINER	Displays details about the container.
vctl exec [OPTIONS] CONTAINER COMMAND [ARGUMENTS...]	Runs a command inside a running container.
vctl ps [OPTIONS] [CONTAINER...]	Lists the containers and displays basic information about the container.
vctl rm [OPTIONS] ([CONTAINER...] --all)	Deletes one or more containers.
vctl run [OPTIONS] IMAGE [COMMAND] [ARGUMENTS...]	<p>Runs a new container from a container image.</p> <p>Note Ensure the following when you use the <code>--volume</code> option:</p> <ul style="list-style-type: none"> ■ Specify paths to the folder. The <code>--volume</code> doesn't support path to files. ■ Use absolute path. Relative paths are not supported. ■ Only anonymous volumes can be mounted, mounting named volumes is not supported. <p>Note Ensure the following when you use the <code>--publish</code> option:</p> <ul style="list-style-type: none"> ■ The vctl utility doesn't have a subnet or a link feature to connect multiple containers to a subnet. <p>To enable communication between multiple containers, start the container with the <code>--publish</code> option. This binds the container port to the host port so that the service provided by the container is accessible from the outside.</p>
vctl start [OPTIONS] CONTAINER	Starts a created or stopped container.
vctl stop [OPTIONS] CONTAINER	Stops the container.
vctl inspect [OPTIONS] NAME	Displays detailed container information.

vctl Commands to Manage the CRX VM Resource

Command	Description
<code>vctl execvm [OPTIONS] (vmx -c=CONTAINER) COMMAND [ARGUMENTS...]</code>	Runs commands from inside a running virtual machine that hosts the container.

vctl Commands to Manage Volumes

Command	Description
<code>vctl volume prune [flags]</code>	Removes all unused local volumes.

vctl Commands to Manage Container Images Registry Authentication

Command	Description
<code>vctl login [OPTION] [SERVER]</code>	Logs in to a remote registry.
<code>vctl logout [SERVER]</code>	Logs out from a remote registry.

Note

- On macOS, the credentials are saved in the Keychain. On Windows, the credentials are saved in the Credential Manager.
- Once the login is successful, future Pull, Push and Build requests will leverage the saved credential.
- Logout request deletes the corresponding credential from the Keychain or the Credential Manager.

vctl Commands to Get System Environment Ready for vctl-Based KIND

Command	Description
<code>vctl kind</code>	Prepares the system environment for vctl-based KIND. KIND uses vctl containers as nodes for running Kubernetes clusters.

Examples of vctl Commands

The command-line examples that follow work on Workstation Player.

Commands Related to Image

- When you build a new image, to pull the base image from a private Docker registry successfully, either use the `vctl login` command to log in to the private Docker registry first or use the `--credential` option to pass a JSON file that stores credentials to `vctl build` command for registry authentication. For example:
 - a Encode your Docker registry username and password in base64 with the following command:

```
echo -n USER:PASSWORD | base64
```

- b Create a `config.json` file with your Docker registry URL and the base64 encoded string generated in step 1.

```
{
    "auths": {
        "https://index.docker.io/v2/": {
            "auth": "xxxxxxxxxxxxxxxx"
        }
    }
}
```

- c Build the new image whose base image is in a private Docker registry, by passing the JSON file to `vctl build` command:

```
vctl build --file Dockerfile --tag docker.io/mynamespace/myrepo:1.0 --
credential config.json .
```

Commands Related to Container

- List running containers.

```
vctl ps
```

- List all containers, including the running containers and stopped containers.

```
vctl ps --all
```

- Run a container in detached mode using the `nginx` image, which is the same as `docker.io/library/nginx:latest`.

```
vctl run --name myContainer -d nginx
```

- Run a container using the `--publish` option and the `fluentd` image, here `fluentd` is equivalent to `docker.io/library/fluentd:latest`.

```
vctl run --name myContainer --publish 24224:24224/udp --publish 24224:24224
fluentd
```

- Run multiple containers and enable discovery and communication with each other.

- The `vctl` utility doesn't have a subnet or a link feature to connect multiple containers to a subnet.

To enable communication between multiple containers, start the container with the `--publish` option. This binds the container port to the host port so that the service provided by the container is accessible from the outside.

```
vctl run --name mydb -m 2048 -e MYSQL_ROOT_PASSWORD=password -p 3306:3306 mysql
```

```
vctl run --name mymatomo -m 4096 -p 8080:80 -e
MATOMO_DATABASE_HOST=<Host_IP>:3306 matomo
```

- Run a container using the `--volume` option and the bonita image, here bonita is equivalent to `docker.io/library/bonita:latest`.

```
vctl run --name myContainer -p 8080:8080 --volume %userprofile%\Documents
\container:/opt/bonita bonita
```

Commands Related to CRX VM

- Get shell access to a CRX VM.
 - By specifying the container hosted by the CRX VM.

```
vctl execvm --sh -c myContainer
```

- By specifying the vmx path of the CRX VM.

Note To get the vmx path, run the `vctl describe myContainer` command and refer to the **Host virtual machine** value in the output.

```
vctl execvm --sh %userprofile%\vctl\.r\vmx\myContainer\myContainer.vmx
```

- Execute a command within a CRX VM.
 - By specifying the container hosted by the CRX VM.

```
vctl execvm -c myContainer /bin/ls
```

- By specifying the vmx path of the CRX VM.

Note To get the vmx path, run the `vctl describe myContainer` command and refer to the **Host virtual machine** value in the output.

```
vctl execvm %userprofile%\vctl\.r\vmx\myContainer\myContainer.vmx /bin/ls
```

Cleaning Up Residual Environment Data

By default, the vctl utility stores all its data in the `.vctl` folder under the home folder of your user account.

Perform the following to clean up the environment data:

Procedure

- 1 Run the `vctl system stop -f` command to stop all running containers and stop container runtime.
- 2 Run the `vctl system info` command to check if container runtime has stopped.
- 3 Remove the `<Home_Folder_of_Your_Account>/.vctl` folder.

Using VMware Workstation Player REST API

17

VMware Workstation Player REST API allow you to interact programmatically with the core VMware hypervisor and virtual machines.

Overview of Workstation Player REST API

You can send standard GET, PUT, POST, and DELETE requests through HTTP and HTTPS to control configuration and deployment options. For example, you can use VMware Workstation Player REST API to perform power operations. You can perform network-related operations, such as to create and update virtual NIC configurations and to retrieve IP addresses from the virtual machine. You can also configure shared folders. Response payloads are delivered in JSON format.

Workstation Player REST API Considerations

Keep the following considerations in mind when using the Workstation Player REST API.

- The Workstation Player REST API service depends on the `vmrest` process.
- The `vmrest` service runs as the user who starts it. For example, as administrator, you can use a terminal window to start the `vmrest` service.

This chapter includes the following topics:

- [Use the VMware Workstation Player REST API](#)

Use the VMware Workstation Player REST API

You can access the VMware Workstation Player REST API from a local machine.

Note To view the Workstation Player API online, search [VMware API Explorer](#) for the appropriate version of the Workstation Player API.

Procedure

- 1 Install Workstation Player on the host machine.

2 Before you start the REST API service the first time, set up your credentials.

- a In a terminal window, change directories to the Workstation Player installation folder and run the `vmrest.exe -C` command.
- b Enter a user name and password as prompted.

You do not need to set up credentials when you start the REST API on subsequent occasions.

The user name and password are saved to the `%USERPROFILE%\vmrest.cfg` file.

3 Configure the REST API service for HTTP and HTTPS access.

You can configure the REST API service to provide HTTP access locally and HTTPS access locally.

■ Provide HTTP service.

- a In a terminal window, run the `vmrest` command.

The command returns the IP address and port number from which you can access the HTTP service. The default IP address is 127.0.0.1:8697.

- b Open a web browser and go to `http://address-returned-by-vmrest-command`.
- c Click **Authorize** in the top-right corner of the Workstation Player API Explorer page.
- d Enter the user name and password you configured in [Step 2](#).

■ Provide HTTPS service.

You can configure the REST API service to provide HTTPS service. In this situation, when you use the `vmrest` command to start the REST API service, you must use the `-c` and `-k` options together to specify the certificate and private key.

- a In a terminal window, run a command to generate a certificate and a private key.

The example command that follows, generates a self-signed OpenSSL-based certificate and a private key.

```
openssl req -x509 -newkey rsa:4096 -keyout playerapi-key.pem -out playerapi-
cert.pem -days 365 -nodes
```

- b To start the Workstation Player REST API service, run the command that follows. Replace the placeholders with the full path to the certificate file and the full path to the private key file.

```
vmrest -c certificate-file -k private-key-file
```

The command returns the IP address and port number from which you can access the HTTPS service.

- c Open a web browser and go to `https://address-returned-by-vmrest-command`.
- d Click **Authorize** in the top-right corner of the Workstation Player API Explorer page.
- e Enter the user name and password you configured in [Step 2](#).