



Citrix DesktopPlayer for Mac

Version 2.1.7

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About this release

Thank you for purchasing DesktopPlayer for Mac 2.1, one of the most advanced client virtualization technologies in the market. This document is intended for IT administrators who want to install, configure, and explore the new features in DesktopPlayer for Mac.

DesktopPlayer for Mac enables you to remotely manage virtual machines deployed to mobile and office users. Due to the large number of configurations that these endpoints may experience, it is important that you read these notes carefully to understand the requirements and limitations for a successful deployment.

Platform (host) requirements

For the best user experience possible, DesktopPlayer for Mac should be installed in a system that meets these minimum requirements; it is possible to run DesktopPlayer for Mac in less-equipped systems, but the performance may suffer significantly. Citrix does not support such configurations.

- **Processor:** Intel i5/i7 series 3rd generation (IvyBridge) or newer
- **OS:** Mac OS X 10.11, 10.10, 10.9 and 10.8

Note: Support for OS X 10.8 will be removed at the next major release of DesktopPlayer for Mac.

- **Memory:** 4 GB minimum required, 8 GB (or more) highly recommended
- **Disk:** 100 GB free space (minimum) on boot partition (Drive C)

Solid-state drives (SSD) are highly recommended. Low performance rotational drives, such as those found in laptops, should be avoided or replaced.

- **USB:** USB 2.0 and USB 3.0 devices supported
- **Displays:** Up to two displays (including internal LCD display) are supported.

Virtual machine (VM) requirements

DesktopPlayer for Windows only supports virtual machines deployed from the Synchronizer, with the following VM requirements:

- **OS:** The following Windows versions are supported:
 - Windows 7 Pro/Enterprise
 - Windows 8.1 Pro/Enterprise
 - Windows 10 Build 10240 (TH1 or LTSB) with Microsoft KB 3140745 applied (<https://support.microsoft.com/en-us/kb/3140745>)
 - Windows 10 (aka TH2 or CB)
- **Memory:**
 - 2 GB minimum for 32-bit OS
 - 4 GB minimum for 64-bit OS

Installation

Refer to the *DesktopPlayer for Mac Getting Started Guide* for installation procedures.

Upgrades and downgrades

If you are upgrading from a previous 2.0 or 2.1 production version no manual installation is required. If you are upgrading from version 1.x, you must uninstall DesktopPlayer for Mac first, then install the latest version.

Over-the-Air upgrades from Synchronizer

2.x versions of DesktopPlayer support over-the-air upgrades from the Synchronizer. Users running version 2.0 can be upgraded to version 2.1 from the Synchronizer. After version 2.1 is imported into Synchronizer and assigned to users running version 2.0, the upgrade will be downloaded and the users will be prompted with instructions for completing the upgrade.

New features in version 2.1.7

Release 2.1.7 provides the following new features:

- Support for Windows 10 VMs.

- SHA256 checksums to verify VM disk integrity during downloads.
- Removed support for less secure encryption technologies (SSLv3 and RC4).

New features in version 2.1

Release 2.1.0 provides the following new features:

- Support for OS X 10.11 is now provided. Citrix recommends that users upgrade DesktopPlayer for Mac before upgrade host Mac OS to 10.11.

Client OS report to Synchronizer

Starting with this release, clients will report their host OS type (Windows 7, OSX 10.10, etc) to Synchronizer. Administrators can view this information on the Synchronizer in the computer summary tab starting with Synchronizer release 5.7.2..

Fixed issues

The following issues have been fixed in this release.

- Improved webcam support.
- Fixed numerous issues relating to USB audio, including:
 - Crash when plugging in a USB headset.
 - DesktopPlayer guest could not use the host audio input.
- Using a webcam in the guest used an extraneous amount of CPU (100%) of one host CPU.

Known issues

The following issues are known at this release:

- Two DesktopPlayer windows appear on one screen. On rare occasions, two virtual screen windows may appear on the same monitor. Entering and exiting fullscreen display mode should resolve this issue.