

Horizon VDI on Physical Machines

⚠ Disclaimer

My postings are my own and don't necessarily represent VMware's positions, strategies or opinions.

Useful links

- <https://techzone.vmware.com/resource/using-horizon-7-access-physical-windows-machines>
- App to quickly add Physical Machines into a VMware Horizon Manual Pool and entitle users - <https://github.com/chrisdhalstead/horizon-physical-machines>
- Library of scripts to help push, report and identify remote machines with the aim to add the machines to a Horizon Manual pool for remote access - <https://github.com/andyjmorgan/HorizonRemotePCHelperScripts>

Blast Extreme support on Windows 10

ⓘ Horizon 7.7+ needed.

Windows 10 versions **before 1803** (even the Enterprise editions) do not include the necessary API to allow integration and usage of Blast as a display protocol. The restriction is that Microsoft only exposes the required API in Win 1803 and later and in **Enterprise Edition only** (see below in limitations).

ⓘ With some versions and with earlier versions of Horizon 7, Blast is available, but this was done in a insecure manner and physical monitor is mirrored on the PC. To avoid mirroring the monitor, RDP is recommended.

Limitations & considerations

- 3D apps **not supported** in **Blast Extreme**. Use **PCoIP with Tera-card** (like Teradici Tera2240);
- GPU Hardware h.264 encoding on consumer GPUSs - but h.264 encoding of Blast packets will be on CPU;
- All **power saving** options should be **disabled** (unless Wake-on-Lan is active);
- No remote mechanism of reset in case of OS crash;
- OS **Windows 10 1903 / 1909** require **Horizon 7.12 agent**;
- OS Windows 10 **older than 1803** will **lock screen** during Blast session;
- OS **Windows 7** does NOT support Blast:
 - use **PCoIP** (needs [card in physical machine for support](#) - like Teradici Tera2240, may work without card but cannot be licensed);
 - use **RDP** (both x32 & x64 work on RDP);
- RDP not supported over HTML.