

NoMachine Tutorial

This tutorial illustrates how to use the NoMachine client software to connect to a server. The images in this tutorial are from NoMachine version 5.1.62, running on Microsoft Windows 10. The client looks identical on Windows, Linux and Mac; no special adaptation is required. The NoMachine client is available to download for all platforms from <https://www.nomachine.com/product&p=NoMachine%20Enterprise%20Client>.

Please be aware:

Your connection will be rejected if you are not on the KU Campus Network, or connected to it through the KU VPN (Virtual Private Network) service (KU Anywhere <https://kuanywhere.ku.edu>).

1) Create a Connection

First, you will need to create a new connection (assuming this is the first time you are using NoMachine). To create a new custom connection, click either on the image of the computer, or on <Click here to create a connection>.

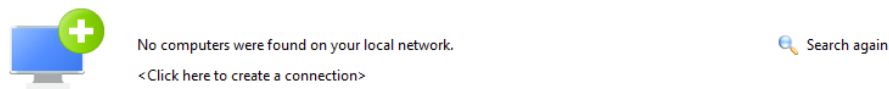


Figure 1: Create connection

2) Set the Protocol - Choose SSH

The default protocol for NoMachine is “NX.” Change the protocol from “NX” to “SSH”, and click

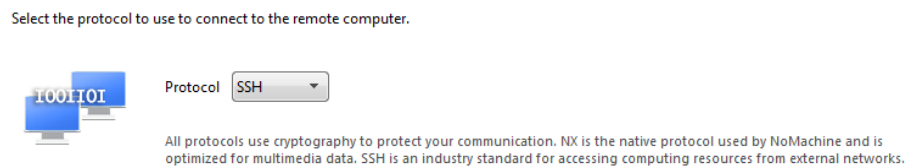
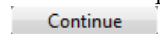
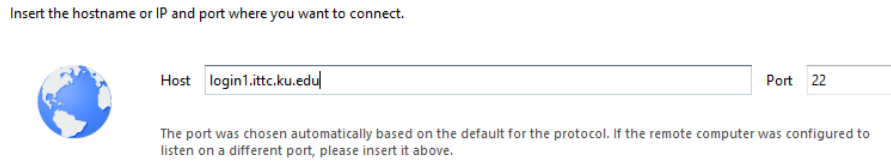


Figure 2: Protocol SSH

3) Specify the Remote System - login1.ittc.ku.edu

Type in the server address as shown, leave the Port value at 22, and click Continue.

Insert the hostname or IP and port where you want to connect.



Host Port

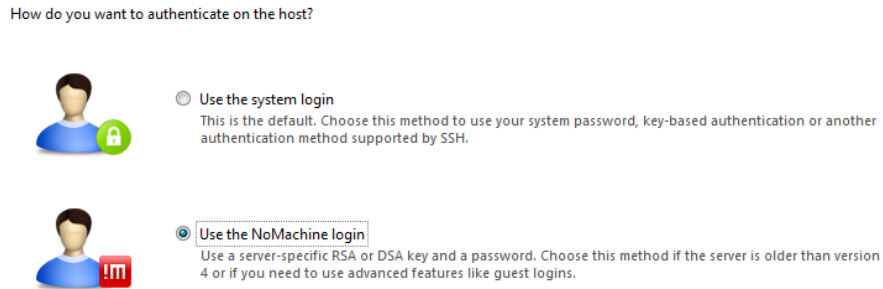
The port was chosen automatically based on the default for the protocol. If the remote computer was configured to listen on a different port, please insert it above.

Figure 3: Enter the hostname

4) Authentication - Use the NoMachine Login

There are two options available for authenticating users on the host: the system login, or the NoMachine login. Make sure that the “Use the NoMachine Login” option is selected before clicking .

How do you want to authenticate on the host?



Use the system login
This is the default. Choose this method to use your system password, key-based authentication or another authentication method supported by SSH.

Use the NoMachine login
Use a server-specific RSA or DSA key and a password. Choose this method if the server is older than version 4 or if you need to use advanced features like guest logins.

Figure 4: Authentication options

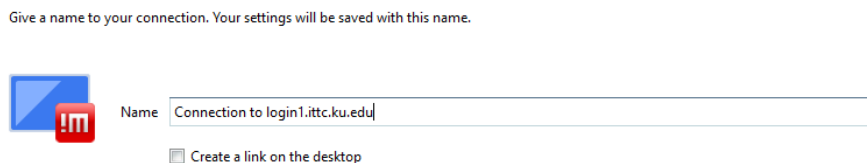
5) Alternate Server Key and HTTP Proxy - Do not use a proxy

There is no need to use an alternate server key, nor proxy. Click when presented with the alternate server key page, and then verify “Don’t use a proxy” is selected before clicking on the following proxy page.

6) Save your Connection

Enter a name in the Name field for the connection. This saves the information you have entered so you can connect more quickly in the future. After you have chosen a name, click “Done” to finish setting up the new connection.

Give a name to your connection. Your settings will be saved with this name.



Name

Create a link on the desktop

Figure 5: Name the Connection

7) Verify Host Authenticity

Now that the connection has been set-up, let's connect. You should see a screen listing the connection you created. Double-click on the connection (or highlight it by clicking once on its icon and then pressing **Continue**). You will be prompted to accept the authenticity of the host connection. Click "Yes" to accept.

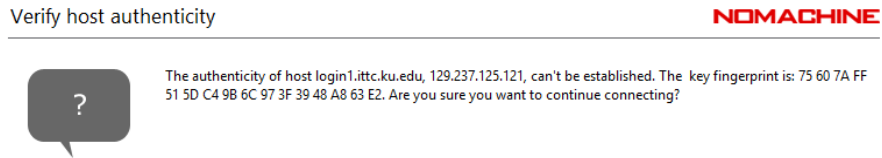


Figure 6: Verify Host

8) Login credentials

Next, NoMachine will ask for user credentials, as seen in figure 7. Once you have typed in your username and password, click "OK" to login.

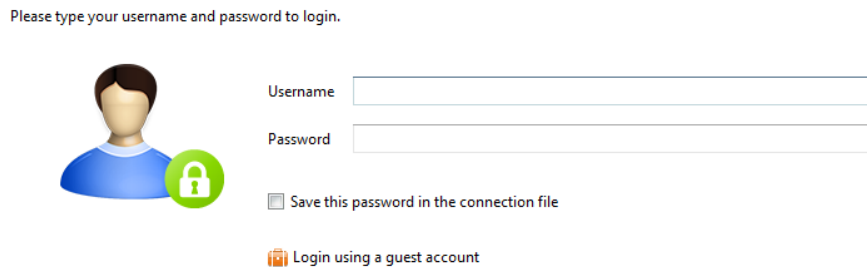
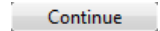


Figure 7: NoMachine Login

9) Create your Virtual Desktop - GNOME, KDE, CDE

After your credentials have been authorized, you will be prompted with several different options for creating a virtual desktop as shown in figure 8. The cluster login server does not provide all desktops: just GNOME, KDE, and CDE. For someone not accustomed to Linux, the GNOME virtual desktop may feel somewhat more familiar than KDE or CDE. Select the desktop you would like to create, and hit



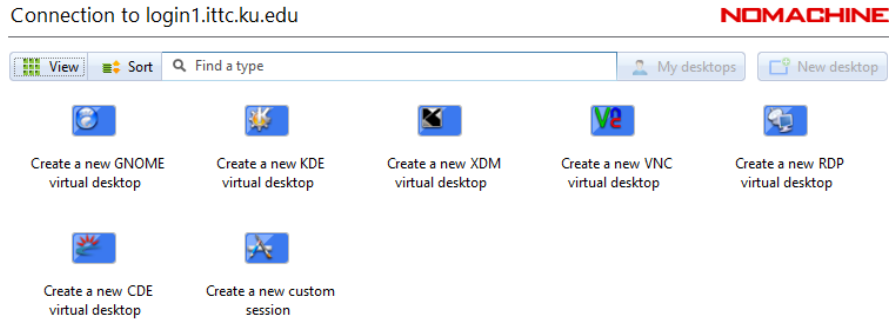


Figure 8: Pick your Desktop

10) The Welcome Screen

After creating a virtual desktop, you will be greeted by the NoMachine Welcome Screens. Take some time to read over the information presented in these screens, clicking “OK” to proceed to the next screen and eventually the virtual desktop.

11) The Virtual Desktop - Open a terminal

Next, you will need to open a terminal to submit a job to the cluster. Please consult the cluster documentation at https://help.ittc.ku.edu/Cluster_Documentation for details on submitting cluster jobs.

12) Logging Out

You can logout using the menus within your virtual desktop. You can also disconnect without logging out if you would like to leave the session running. This is accomplished by closing the NoMachine client window without logout of the session.

NoMachine Connection Cheat Sheet

1. Start the NoMachine Program
2. Choose “Create a New Custom Connection”
3. Set the Protocol to SSH
4. Hostname: login1.ittc.ku.edu or login2.ittc.ku.edu
5. Click “Use NoMachine Login”
6. Do Not Use Alternate Server Key, nor HTTP Proxy
7. Save your Connection
8. Connect to the Remote Server
9. Create Virtual Desktop - GNOME, KDE, or CDE
10. Submit an interactive or batch job from a terminal.