**UltraVNC.ini**

**[Permissions]   
[admin]**

**accept\_reject\_mesg=**Custom accept/reject messageBox text.  
to change the messageBox logo add logo.bmp in the ultravnc folder

**service\_commandline=**This is used to instruct the service to start winvnc (in service mode) with a specific command line. This is the same syntax as the commandline except   
you don't put -run at the end.   
sample: service\_commandline=-autoreconnect -connect 192.168.1.30   
This tell the service to make an invers connection to 192.168.1.30 and retry when it fail.

**FileTransferEnabled=1**Enable Filtransfer

**FTUserImpersonation=1**When doing a file transfer, act as desktop user. When you don't put 1 the filetransfer is done as user "system". User system don't have access to mapped drives and pose a security issue... a normal user can FT as admin.

**BlankMonitorEnabled=1**This allow the viewer to blank the screen

**CaptureAlphaBlending=1**Capture alphaBlending is needed for semi transparent windows ( xp, vista...) but use more cpu.

**BlackAlphaBlending=0**Instead of using the powermanager to blank the monitor we put a layered window on top and capture the windows below. Using this option you also can define a custom blank by placing a file "background.bmp" in the ultravnc folder.

**DefaultScale=1**Set scale

**UseDSMPlugin=0**Use the defined encryption plugin

**DSMPlugin=**Name of the plugin

**primary=1   
secondary=0**When using multi-monitors ( driver required) you can define the default behaviour. Show only primary/Secunday or both

**SocketConnect=1**Need to be one, else no socket is listening for a connection

**PortNumber=0**Manual set listening port ( default 5900)

**HTTPConnect=1**Start a sond port, this act as webserver for java viewer

**HTTPPortNumber=0**manual set port for http (default 5800)

**XDMCPConnect=0**no longer used

**AutoPortSelect=1**The port is 5900, but when port 5900 is already in use the auto mode take one higher until he find a free one.

**InputsEnabled=1**Allow the viewer to control the server

**LocalInputsDisabled=0**Block the server input, only remote access is possible

**IdleTimeout=0**Disconnect after a idle period ( 0 = default, no idle time out , seconds)

**EnableJapInput=0**This can be used for Japanese and other non standard keyboards. The key processing is different and sometimes solve issue's with special keys.

**AuthHosts=**   
+ =allow   
- = deny   
? = query   
syntax:   
-:+10.0.60.141:?10.0.31.169:-10.0.20.240:   
instead of 10.0.60.141 you can use 10.0.60, then it is valid for the full range of ip addresses.

**QuerySetting=2**Define on how to react on the (-,?,+) from the Authhosts.   
0="+:Accept, ?:Accept, -:Query"   
1="+:Accept, ?:Accept, -:Reject"   
2="+:Accept, ?:Query, -:Reject [Default]"   
3="+:Query, ?:Query, -:Reject"   
4="+:Query, ?:Reject, -:Reject"   
It is used to specify a set of IP address templates which incoming connections must match in order to be accepted. By default, the template is empty and connections from all AuthHosts\_Tip5="hosts are accepted. The template is of the form:   
+[ip-address-template]   
?[ip-address-template]   
-[ip-address-template]   
In the above, [ip-address-template] represents the leftmost bytes of the desired stringified IP-address.   
For example, +158.97 would match both 158.97.12.10 and 158.97.14.2. Multiple match terms may be specified, delimited by the ":" character. Terms appearing later in the template take precedence over earlier ones. e.g. -:+158.97: would filter out all incoming connections except those beginning with 158.97. Terms beginning with the "?" character are treated by default as indicating hosts from whom connections must be accepted at the server side via a dialog box. The QuerySetting option determines the precise behaviour of the three AuthHosts options.

**QueryTimeout=10**QueryTimeout is the time the messagebox is shown.

**QueryAccept=0**   ( 0=refuse 1=accept  2=refuse)  
This popup a timed messagebox to allow the user (server site) to allow/reject an incoming connect.

**QueryIfNoLogon=0**Disable/enable query settings when no user is logged.

If the user is logged on, but has his screensaver on you normal can't get access as "QueryIfNoLogon" find a logged user.  
to overwrite this set QueryAccept=2 and QueryIfNoLogon=0 -> no messagebox when screen is locked.

**LockSetting=0**0="none"   
1="lock workstation on disconnect(NA)"   
2="logoff on disconnect"

**MaxCpu=xxx**  
MaxCpu=100 (winvnc can use full 100% cpu)  
MaxCpu=40 (winvnc can use max 40% cpu)

**RemoveWallpaper=1**A image as background takes more cpu and bigger bandwidth then a solid color. Disable on viewer connect, reenable on exit.

**RemoveAero=1**Remove Aero on viewer connect and reset on exit.   
Makes Vista win7 Faster

**Avilog=0**Currently not used

**path=d:\ultravnc\_src\ultravnc\winvnc\debug**Define the directory in which to save the winvnc.log file. Make sure this directory is writable by system ( no mapped folder)

**DebugLevel=0**DebugLevel indicates how much debug information to present. Any positive integer is valid. Zero indicates that no debugging information should be produced and is the default. A value of around 10-12 will cause full debugging output to be produced

**DebugMode=0**Run-time logging of all internal debug messages is now supported. Log data may be output to a file or a console window or the MSVC debugger if the program was compiled with debugging active.)

**AllowLoopback=0**   
0 = Disable connection from localhost (Default)  
1 = Enable connection from localhost  
By default, WinVNC servers disallow any vnc viewer connections from the same machine. For testing purposes, or, potentially, when using multiple instances of WinVNC on Windows Terminal Server, this behaviour is undesirable.

**LoopbackOnly=0**By default, WinVNC servers accept incoming connections on an network adapter address, since this is the easiest way of coping with multihomed machines. In some cases, it is preferable to only for connections originating from the local machine and aimed at the "localhost" adapter - a particular example is the use of VNC over SSH to provide secure VNC. Setting this will cause WinVNC to only accept local connections - this overrides the AllowLoopback and AuthHosts settings.

**AllowShutdown=1**  
Allows Shutdown tray menu option to be visible (1) or not (0)

**AllowProperties=1**  
0 = Disable "Properties" option in uvnc server tray menu  
1 = Enable "Properties" option in uvnc server tray menu

**AllowEditClients=1**0 = Disable "Edit Clients" options in uvnc server tray menu  
1 = Enable "Edit Clients" options in uvnc server tray menu

**FileTransferTimeout=30**

**KeepAliveInterval=5**Timings for Filetransfer and keepalive message (seconds)

**DisableTrayIcon=0**Don't show the winvnc tray icon. Without the tray icon you can't make realtime changes. You need to edit the ultravnc.ini manual or use the uvnc\_settings.exe to modify the file. Settings take efect after winvnc restart.

**MSLogonRequired=0**Use MS password instead of the vncpasswd

**NewMSLogon=0**Use ACL instead of a group list

**ConnectPriority=0**ConnectPriority indicates what WinVNC should do when a" non-shared connection is received By default, all WinVNC servers will disconnect any existing   
connections when an incoming, non-shared connection is authenticated. This behaviour is undesirable when the server machine is being used as a shared workstation by several users or when remoting a single display to multiple clients for viewing, as in a classroom situation.

**UseRegistry=0**0= use ultravnc.ini   
1= use registry the same way as in v102   
AuthRequired=1   
By default, all WinVNC servers will not accept incoming connections unless the server has had its password field set to a non-null value. This restriction was placed to ensure that misconfigured servers would not open security loopholes without the user realising. If a server is only to be used on a secure LAN, however, it may be desirable to forego such checking and allow machines to have a null password.

**sendbuffer=xxxx**variable available starting uvnc 1.0.8.0  
sendbuffer=1500 (wifi or value less)  
sendbuffer=4096 (lan 100Mbit)  
sendbuffer=8192 (lan 1GBit, aka jumbo packet)

**[ultravnc]   
passwd=**AAA967DDDDD692AE9C

**passwd2=**D00590A01299C90079

password lenght 8 byte alphadigit + 1 byte alphadigit checksum by uvnc but ignored  
you can use vnc pwd generator and then manually add 2 caracters alphadigit  
passwd = full control read/write  
passwd2= watch (read only) <-- available since uvnc 1.0.8.0  
**never use both same password ! otherwise, only watch, read only**

**[poll]   
TurboMode=1**Fast scan screen, some small changes can be missed

**PollUnderCursor=0**Poll the window below the cursor

**PollForeground=0**Poll the foreground window

**PollFullScreen=1**Poll the full screen ( default)

**OnlyPollConsole=0**Don't use

**OnlyPollOnEvent=1**Bad updates, only poll screen when mouse/keyboard is used.   
Minimize bandwidt

**EnableDriver=0**Use mirror driver when installed

**EnableHook=1**  
Use hookdll when installed

**EnableVirtual=0**

**SingleWindow=0**

**SingleWindowName=**Current not used

**[admin\_auth]   
group1=   
group2=   
group3=   
locdom1=0   
locdom2=0   
locdom3=0**Used by MSlogon ( not new mslogon)

**winvnc [-sc\_promt] [-sc\_exit]  [-id:????] [-autoreconnect[ ID:????]] [-connect host[:port]] [-connect host[::port]] [-run]**

Parameters are order dependent !!

**-connect host[:port]**-connect host <--- would connect to port 5500  
if port < 1024 +5900 is added  
Sample: host:1 -> port=5901,host:21 -> port=5921   
**-connect host[::port]   ( 2 X : )**host::21 -> port=21  
Special case: host[::port] =???   ==  request host and port

**-autoreconnect**Is used in conjunction with the -connect switch when having a server "Reverse-connect" to a listening viewer.   
You can use it in a batch file for your clients that are behind a firewall that is not under your control.   
The batch file looks something like this:   
"c:\program files\ultravnc\winvnc" -autoreconnect -connect 12.34.56.78   
On the local computer run the viewer in "listening" mode, and have someone on the server end run the batch file.   
The -autoreconnect will make the server end attempt to reconnect to the listening viewer if the connection drops or is closed.   
It will immediately reconnect to the listening viewer if the session is closed.   
Close the listening viewer altogether in order to stop the server end from "autoreconnecting" to your computer.   
The server attempts to "autoreconnect" for only a few seconds.   
Note that this "autoreconnect" param must be before the "connect" one on the command line!   
**-autoreconnect[ ID:????]**-id:????   
The id is used when using a repeater. In that case the id   
identify the server to the repeater. When id is used, the   
host in "-connect host..." is the repeater.   
  
example:  
winvnc -sc\_prompt -sc\_exit -id:1234 -connect repeaterhost -run  
  
**-kill**Close winvnc running as service or started as application   
  
**-run**Need to be the last parameter, tell winvnc that no more   
parameters are left   
  
**-sc\_prompt**This option modify some behavioiur for Single Click usage.   
\*Pass server info to viewer and request viewer accept   
(This use an unofficial rfb protocol, require ultravnc viewer)   
**-sc\_exit**\*Server quit when viewer disconnect   
\*Don't exit when desktop switch to UAC/winlogon   
  
**-settings**Internal used to be able to save to ultravnc.ini.   
On >= Vista, the program folder is a protected folder and require elevated permission.   
ultravnc.ini is first saved in a temp folder, then this file is red and data is copied   
to the real ultravnc.ini in program files.

**-securityeditor**Start the acl editor for mslogon II   
  
SERVICE  
**-service**Internal switch used by uvnc\_service to tell winvnc is started by a service   
**-service\_run**Internal used for the special service\_commandline option in ultravnc.ini.   
**-stopservice**Stop winvnc service   
**-startservice**Stop winvnc as application and restart winvnc as service   
**-install**Install the service, require admin (<=xp) or elevated access ( >=Vista)   
**-uninstall**Uninstall the service, require admin (<=xp) or elevated access ( >=Vista)   
**-uninstallhelper   
-installhelper   
-startservicehelper   
-stopservicehelper   
-securityeditorhelper   
-settingshelper**Internal used by winvnc. The helpers are needed to simulate the current console user ( Service run as system). The start winvnc with the corresponding command line without "helper" with the "runas" option.   
Sample winvnc (press install service) -->create process as current user  
winvnc -installhelper   
winvnc -installhelper -> start winvnc -install with (shellexec "runas" option)  
**-multi :**don't check if winvnc is already running