

3.31 – Hardware video acceleration

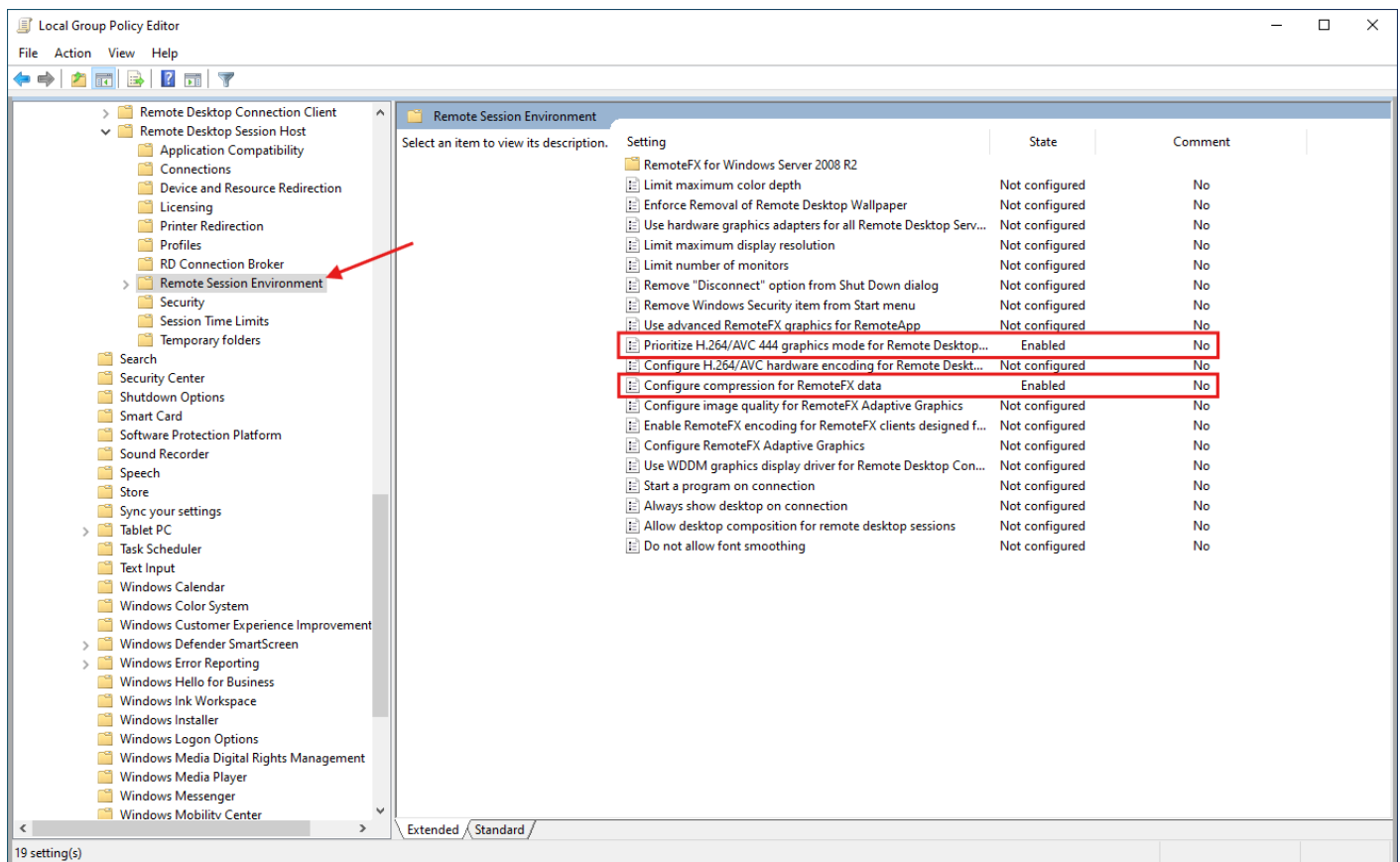
As of build 1075 in version 7.0, SparkView supports hardware video acceleration (via GPU/GPX). Acceleration can currently only be enabled over the RDP protocol for the following areas

- Desktop/Session Mode (no RemoteApp support yet)
- Session shadowing
- Session recording

To use hardware acceleration, you must have the latest version of SparkView installed and two group policies set on the server where Remote Desktop Services is installed and users have access.

The policies can be found at the following location:

Computer Configuration → Administrative Templates → Windows Components → Remote Desktop Services → Remote Desktop Session Host → Remote Session Environment



The following two policies must be modified:

- Prioritize H.264/AVC 444 graphics mode for Remote Desktop Connections: Enable
- Configure compression for RemoteFX data: Enable und Do not use an RDP compression algorithm

Configure compression for RemoteFX data

Previous Setting Next Setting

☐ Not Configured Comment:

☒ **Enabled** →

☐ Disabled

Supported on: At least Windows Vista with Service Pack 1

Options:

RDP compression algorithm:

- Do not use an RDP compression algorithm →
- Optimized to use less memory
- Optimized to use less network bandwidth
- Balances memory and network bandwidth

Help:

This policy setting allows you to specify which Remote Desktop Protocol (RDP) compression algorithm to use.

By default, servers use an RDP compression algorithm that is based on the server's hardware configuration.

If you enable this policy setting, you can specify which RDP compression algorithm to use. If you select the algorithm that is optimized to use less memory, this option is less memory-intensive, but uses more network bandwidth. If you select the algorithm that is optimized to use less network bandwidth, this option uses less network bandwidth, but is more memory-intensive. Additionally, a third option is available that balances memory usage and network bandwidth. In Windows 8 only the compression algorithm that balances memory usage and bandwidth is used.

You can also choose not to use an RDP compression algorithm. Choosing not to use an RDP compression algorithm will use more network bandwidth and is only recommended if you are using a hardware device that is designed to optimize network

OK Cancel Apply

Revision #1

Created 12 December 2024 09:41:03 by Julian

Updated 12 December 2024 10:03:54 by Julian