
Client for Mac OS X

Posted by BWayman - 2003/12/16 16:21

Can you use the Java client successfully on Mac OS X?

Are there any plans to develop a native client for Mac OS X? It would be fairly straightforward from Solaris/Linux since Mac OS X is based on FreeBSD.

=====

Re: Client for Mac OS X

Posted by Erik - 2003/12/19 09:55

The Java client has not yet been tested on the Mac OS X platform. While we cannot ensure 100% compatibility, most incompatibilities arise from the local Java engine and keyboard mapping.

While a port to Mac OS-X might indeed be "straightforward", there are no immediate plans to support this environment. Development and availability is typically directed by customer demand and we have had few requests for this platform.

-Erik

=====

Java client on Mac

Posted by Mac - 2004/01/17 08:08

Hi all,

I use the java client on mac OS X 10.3 since a couple of weeks. All works fine so far except the keyboard layout.

For example I cannot get the "at" sign for sending mails. This is really a bad thing :cry:
The questionmark sign as another one which I cannot find on my keyboard when I use goglobal.

I tried ascii codes and all these things but with no success.

Especially within Sun Microsystems more and more people using Macs and it would be nice to have a well functional client.

If any workarounds are known please let me know.

regards

werner

=====

Mac OS X Client

Posted by acravens - 2004/01/23 18:19

I'm in the educational field and we have several people who want to use GO-Global UX with their Mac OS X machines. My boss tried running GO-Global on OS X version 10.2 but it locks up. I noticed you were using 10.3... maybe I'll ask him to upgrade. There ought to be a way to map the problem keys, maybe via a .profile change on the unix host.

We all want to get rid of our windows machines but we can't until we can find a way to get GO-Global to work on OS X. The document at <http://www.graphon.com/products/GO-GlobalforUNIX.shtml> is a little misleading when it says: Using a Java applet, a browser plug-in, or a tiny native client, you can run your heavy-duty UNIX applications on any network-attached device, regardless of platform or operating system.

=====

Question for MAC on OS X

Posted by acravens - 2004/01/23 18:24

What browser (and version) were you using with OS X ver 10.3?

=====

Go-Global for Windows Mac Client... does it work for UNIX?

Posted by BWayman - 2004/03/08 19:17

The new native Mac OS X client for Go-Global for Windows servers is Excellent news!

<http://www.graphon.com/news/2004/2004.03.08.GGW3.shtml>

Question: does this client also connect to Go-Global for UNIX servers?

If so, can you publicize that on your website? And post it for download.

Thanks.

=====

Re: Client for Mac OS X

Posted by Erik - 2004/03/08 22:06

Unfortunately, there is not a native Mac OS-X client for "GO-Global for UNIX". The GG for Windows client is not a universal client so it will not connect to both server platforms. There has been some talk about providing this functionality long term but it is currently not on any development schedule.

Platform support is typically based on customer demand and feedback. With each new version of software, we carefully review the platform requirements and customer needs, while also balancing our QA & maintenance efforts. Feedback from customers like you in this (feature request) forum provides valuable input and consideration for future releases. Thanks!

-Erik

=====

MacOS X client

Posted by dppeak - 2004/07/09 17:14

I for one can't wait for a native MacOS X client to connect to the GOGlobal Unix server!!

=====

Mac Client

Posted by dppeak - 2004/07/09 17:15

Has there been any development on this topic?? Any MacOS X native client coming?

=====

Re: Go-Global for Windows Mac Client... does it work for UNI

Posted by verheij - 2004/09/06 09:03

The new native Mac OS X client for Go-Global for Windows servers is Excellent news!

But then again, it would come in handy if someone posted an instruction for installing this X based client. Most of the

OSX natives do not use Unix, terminal or X. So please, please be a bit more supportive and tell users how to implement this.

Also keeps me wondering why GraphOn doesn't just build a real native OSX client or have someone else do that if they can't do it themselves.

There is an old saying in IT marketing about supporting platforms. It goes like this: 'the platform you don't support prevents you from extending your customer base.' Has anyone of you guys thought about the possibility that if you finally support OSX you might even get NEW clients?..... Come on guys, do something!

Re: Go-Global for Windows Mac Client... does it work for UNI

Posted by troym - 2004/09/06 13:35

But then again, it would come in handy if someone posted an instruction for installing this X based client. Most of the OSX natives do not use Unix, terminal or X. So please, please be a bit more supportive and tell users how to implement this.

Albert,

We highly recommend that for this type of information you refer to the respective Administrator guides for the product in question. In the case of the OSX client for GO-Global for Windows, you will find that in the GO-Global for Windows Administrator's Guide, Chapter 5, page 37, we give specific instructions on how to install and use the Mac OSX client. If you find this information unclear or if you have any questions about it, please feel free to post in the appropriate forum.

Also keeps me wondering why GraphOn doesn't just build a real native OSX client or have someone else do that if they can't do it themselves.

This is, unfortunately, not something that we in the support department can specifically address. I recommend that you start a dialog with our sales department, as it is they that ultimately determine what platforms are supported by our products.

Thanks,
Troy

OSX client

Posted by verheij - 2004/09/06 14:06

OK, didn't (as you might have guessed) realize that installing MAC OSX clients is described in the Windows Administrator User Guide. Anyhow, I'll have a look into it and give it a go.

On the subject of OSX native client development I can only say that developing an OSX client from the basis that the X client already offers should not take more than a day's work for an experienced OSX software developer. So what's the problem? Can't you guys get such a developer. And as in earlier answer to this subject your answer was that there were not enough customers asking for it I cannot see why I shouldn't post these remarks here. Can't you guys contact your own sales department? As a customer I am not willing to act as an internal messenger boy for GraphOn. Thanks, but no thanks! I don't want to waste my precious time on the internal communication of another company.

CU hopefully with a more appropriate reaction to customer remarks.

MacOS X Client

Posted by Karl - 2004/10/23 14:11

What is preventing Graphon from developing a true MacOS X client? Using Aqua instead of X11 and coming with a proper installer?

We have many clients switching to Mac for security and performance reasons and now have large demands for a

solution to allow the one or two applications that are windows only to still be used.

The only alternatives seem to be WTS or Citrix, both of whom have offered real MacOS X clients for years.

macOS unix support

Posted by andyc - 2004/12/09 19:52

I want to add my voice to those asking for MacOS client for Unix servers. I won't comment on how easy this may be for BSD based OSX, or on user demand, except to say that I am one potential customer for this who will look elsewhere (equinux, citrix, etc) to solve my remote connectivity needs if Graphon does not support them.

-andy

Re: Client for Mac OS X

Posted by - 2004/12/10 03:56

At the moment I'm getting pretty fed up with the X11 client for OSX.

It's not that great to work with albeit much faster off course than the Java thingy.

But still, it's not OSX native, it looks pretty awful at the desktop and is not as stable as it should be. We experience regular crashes when logging back on too quick for instance. In such cases the server goes down. This is ridiculous! At the moment we're looking for a better solution elsewhere because GraphOn seems to keep the lid on any proper OSX client development. Sorry guys but you just can't push a product in the Mac market without even a proper installer.

:evil:

X11 configuration

Posted by Balz - 2005/06/02 06:30

This is just a "me too": I am looking forward to the Mac-client ;-)

A question all the same: can somebody please tell how to connect to a hp unix server using Apples X11? Step-by-step please, I'm a X11-newbe.

thanks for any help, Balz

YES

Posted by PCS - 2006/01/28 16:59

I find the MAC OSX X11 client to be rather crap. :twisted:

If you need a beta tester on the new Mac OSX client you are working on I am your Man.

:D

Re: Client for Mac OS X

Posted by jack - 2006/10/16 04:56

Before GNU nactive client launch. It's a good way to install Cygwin on GNU. By publish X11 with parameter(query unix-ip), You can run X application on Mac.

Also if you wanna more good function produce by GGU.you can install GGU nactive client on GGW.publish the GGU nactive client.Not only Mac but also other OS can enjoy GGU by indirect or direct connect toGGU

=====

Re: Client for Mac OS X

Posted by Erik - 2007/01/23 19:52

Just an FYI that a true Max OS-X client will be released in GGW version 3.2 with a standard (native) installer. A browser plug-in is included as well. This version is planned for public release on April 30th.

=====

What about OSX client for goglobal for UNIX ?

Posted by acravens - 2007/01/30 18:16

Any new info on a native OSX client for GoGlobal UNIX

=====

Re: Client for Mac OS X

Posted by troym - 2007/02/15 03:48

No specific timeline information is available yet.

We are, however, considering an option to recreate our client using a cross-platform toolkit that could provide all features on all platforms (win32, UNIX, and Mac, potentially others moving forward).

I would be interested to know what the Mac community would think of such an option? (For example, is there a cross-platform toolkit that Mac users would prefer?)

Troy

=====

Re: Client for Mac OS X

Posted by jeremyhansen - 2007/03/15 22:54

Troy,

Could you elaborate on the question?

Myself and an associate just started a new job at a company that uses GO Global, and we're both using OSX as our primary OS. We would like to use GO Global to get into the unix servers at our work without having to boot into Windows. I think whichever toolkit Mac users would prefer is the one that makes this happen the quickest..

-Jeremy

=====

Re: Client for Mac OS X

Posted by troym - 2007/03/18 03:51

Jeremy,

I think the question I was asking was based on the following background. We could probably port our existing UNIX/x11 client to OSX fairly easily, however it would still require the use of an X server, which is not generally what people are expecting when the topic of a native OSX client comes up.

One alternative, which we are considering, is to rewrite the client using a cross-platform toolkit (for example, QT or wxWidgets) such that one codebase compiles and runs on Windows, UNIX/x11, and OSX. This has obvious benefits in that the feature set would be "normalized" for all clients, and specialization in terms of rendering could be provided for each platform.

My concern with such a client is that it would likely not use "native" widgets -- the cross-platform library would provide widgets that would, at some level, be different from the native ones. I realize that this can be overlooked to some degree, but the question I was trying to ask was do people that use OSX every day notice these types of things? And if so, is there a toolkit that they prefer?

Troy

Re: Client for Mac OS X

Posted by jeremyhansen - 2007/03/19 20:16

Hi Troy,

So to reply to your first comment - you are correct, the majority of people using OS X wouldn't know what to do if they were required to use X11 to run your client. However, everyone I know (a bunch of engineers), would have no problem at all. So if you want to seed a version of that out to us, we'd be thrilled! (Remember that X11 comes with the OS)

On your next comment, despite your well-written explanation, the two of us who are reading this email still don't quite "get" the question. So, my response may not make sense, but I'll try. People who use OSX every day are used to things being the same from program to program (in terms of shortcut keystrokes, etc), so if you're saying that the look and feel would be slightly different than standard OSX, yes, this would be noticed. Would anyone care? Again, compared to not having the software, the answer is probably no. I doubt anyone could provide guidance on a toolkit that they prefer, since everyone is used to things looking and feeling the same and do not have awareness of widgets and toolkits. It's possible that the toolkits/widgets available are all refined to the point where there are no noticeable differences. Obviously, looking at something like Quicktime, it's developed by Apple so you know that would look right.. :)

I hope that that helps, in SOME way.. :?

Re: Client for Mac OS X

Posted by jeremyhansen - 2007/03/19 20:21

Actually, one other thought..

Since we're talking GoGlobal for Unix, most of the people who are looking for this software may indeed be engineers and scientists who are perfectly fine running via an X client. Just a thought..

Re: Client for Mac OS X

Posted by troym - 2007/03/20 12:11

Jeremy,

Thanks for the input. It's entirely possible, and even likely, that there aren't really any cross-platform toolkits in wide distribution on OSX. A quick search brought up the BOINC (<http://boinc.berkeley.edu>) as a potential example of a program that uses a cross-platform widget toolkit. Any chance you might be able to download it and let me know whether it looks or feels any "different"?

Thanks,
Troy

Re: Client for Mac OS X

Posted by jeremyhansen - 2007/03/21 02:48

Troy,

Gave it a try. So the window frame looks normal. What's unusual is that Preferences and Advanced View and these kinds of buttons are in the application window, where normally you would expect to find preferences as part of the drop-down menu from the bar at the top of the screen (under the application's name). It's entirely usable, though.

-Jeremy

=====