NoMachine Tutorial

Procedure

1. Download the NoMachine client for Mac or Windows from the following website
   a. https://www.nomachine.com/
2. Install NoMachine as you would any other program on your computer
3. Once installed, launch(start) NoMachine (DO NOT USE NoMachine Service)
4. Now click on “New” and something similar to the following should appear
5. Change the “Protocol” to SSH and click “Continue”.

6. Now enter `ranger1.cs.mtsu.edu` as the “Host” and 22 as the “Port” and click “Continue”. 

7. Select “Use the NoMachine login” option and click “Continue”. 

8. We **DO NOT** want to use an “alternate server key” so leave that checkbox **UNCHECKED** and click “Continue”. 
9. We also **DO NOT** want to use a proxy so leave that checkbox **CHECKED** and click “Continue”.

10. Enter a “Name” for your connection and **CHECK** the “Create a link on the desktop” checkbox and click “Continue”. (This will make connecting to Ranger basically the exact same as you would in lab.)

11. Now you should be returned to the home screen only this time you should see one possible connection.
12. Click on that connection so that it is highlighted, like above, and click “Connect”.

13. Enter your c# as the “Username” and the password that is associated with your c# as the “Password” and click “OK”.
14. Click on “Create a new GNOME virtual desktop” and the click “Continue”.

15. Now you are connected to Ranger in the same way you would be in lab. That means that anything you do logged on from your personal machine will be reflected in the lab and vice versa.