

Wirtualizacja systemów IT

lab1

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Grupa: WCY23IX3S4

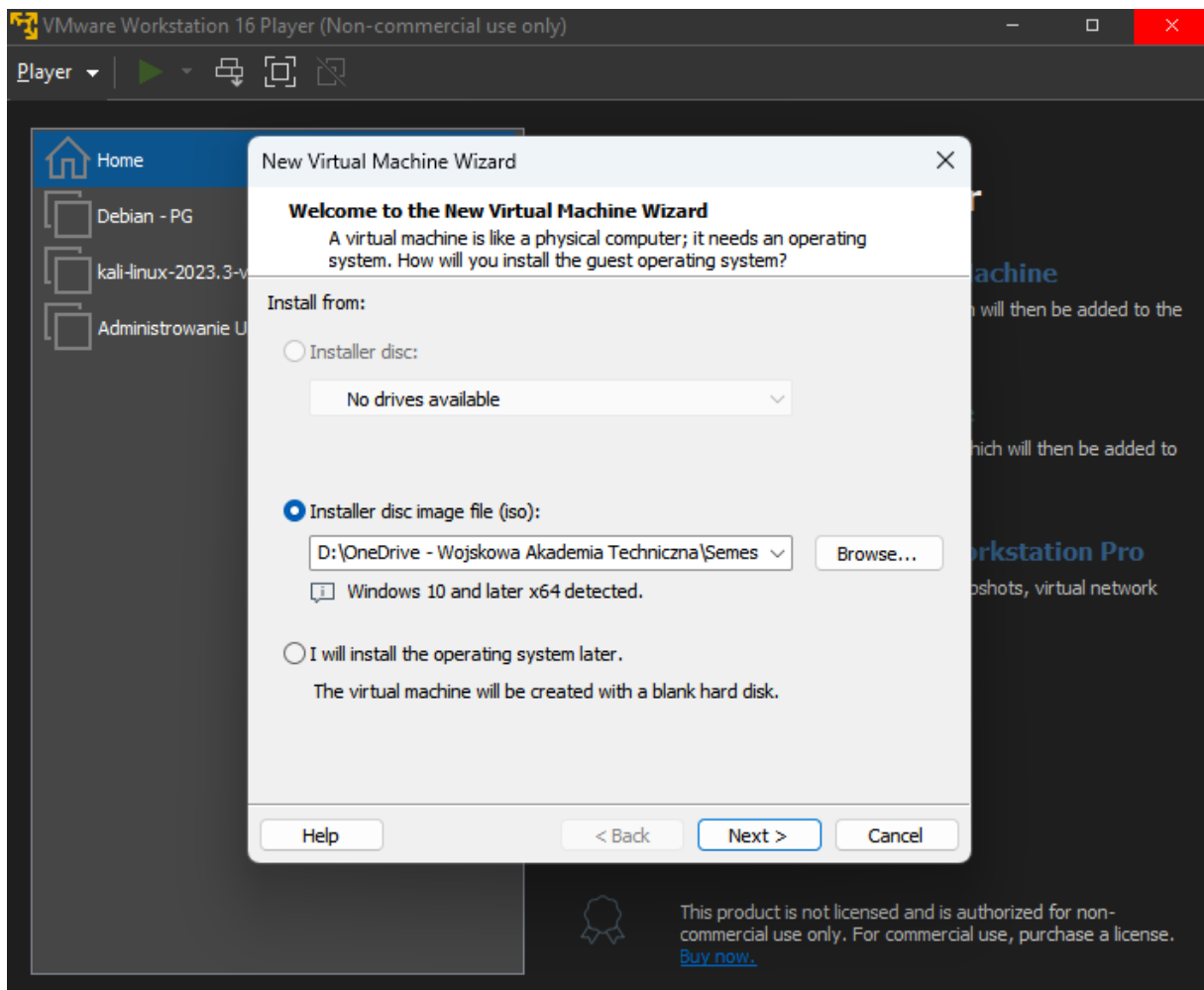
## Laboratorium nr 1

- Zainstalować i uruchomić wirtualizator VMware Workstation

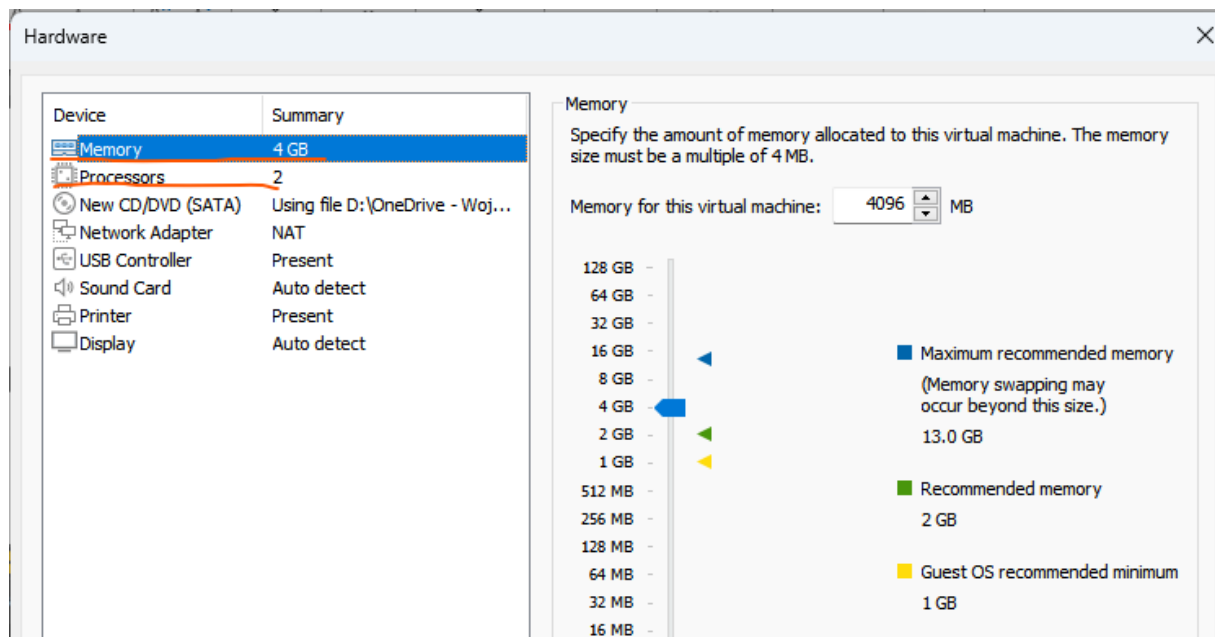
### Player

- Utworzyć nową maszynę wirtualną z systemem operacyjnym

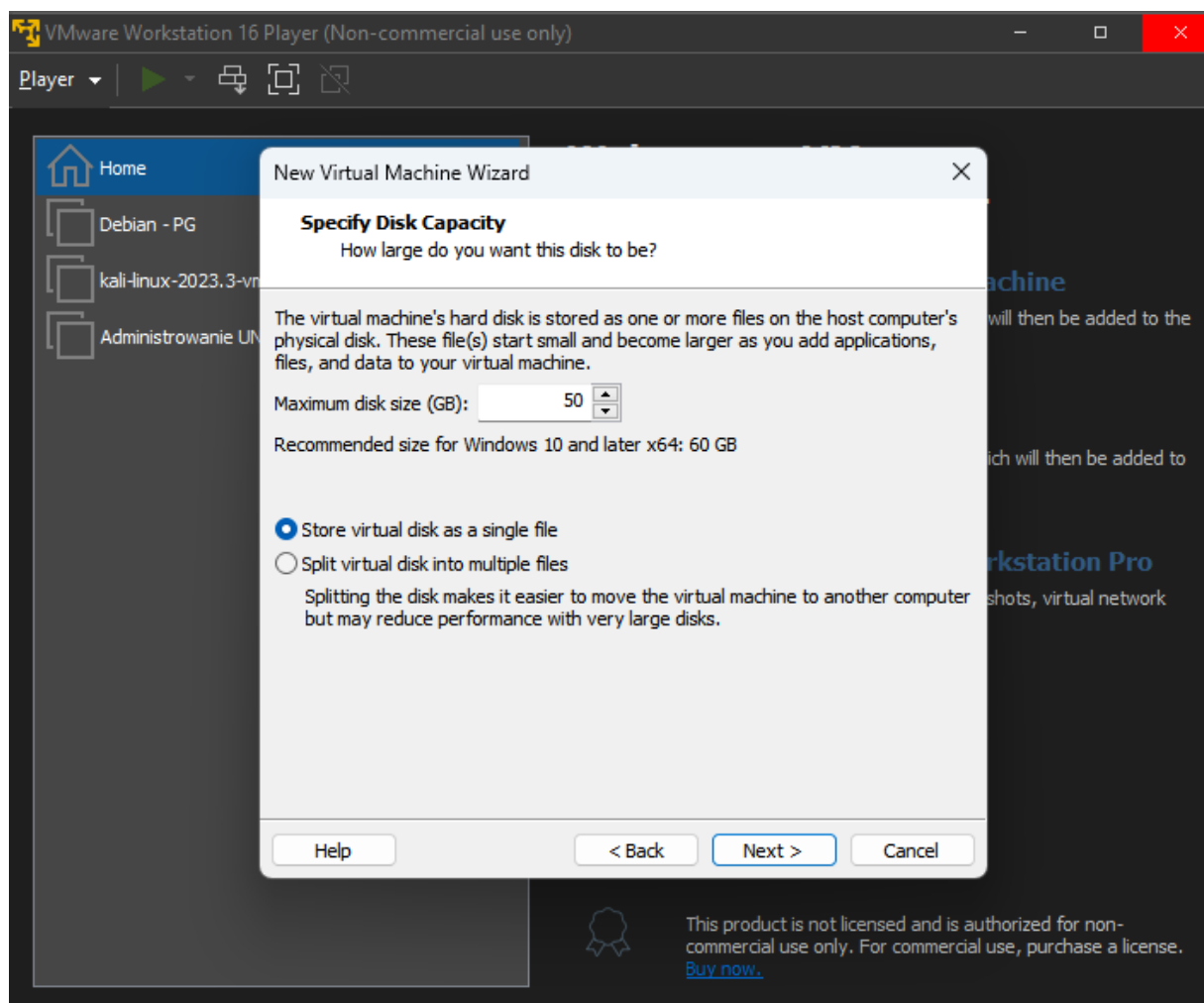
Windows 10 o następujących parametrach:



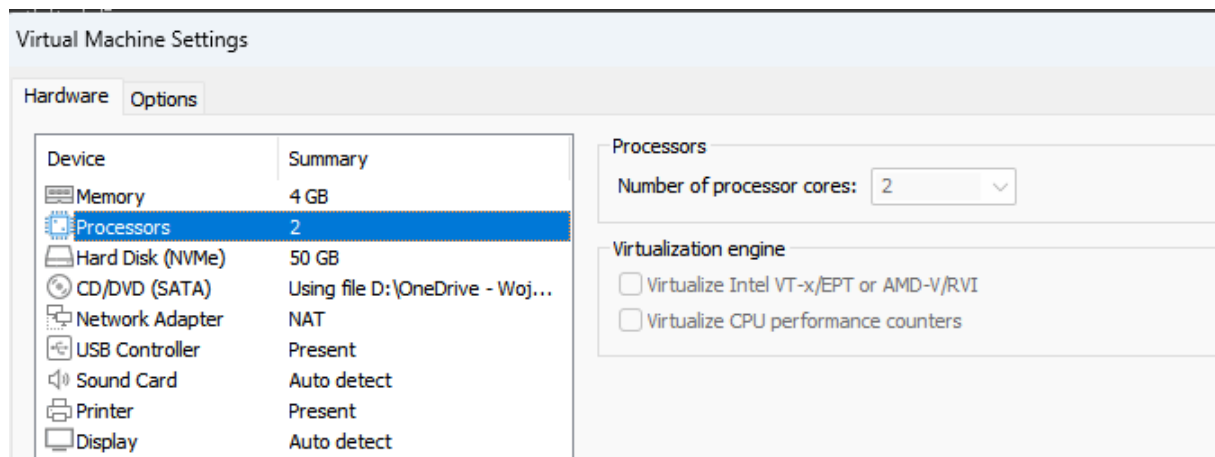
- 4 GB pamięci RAM



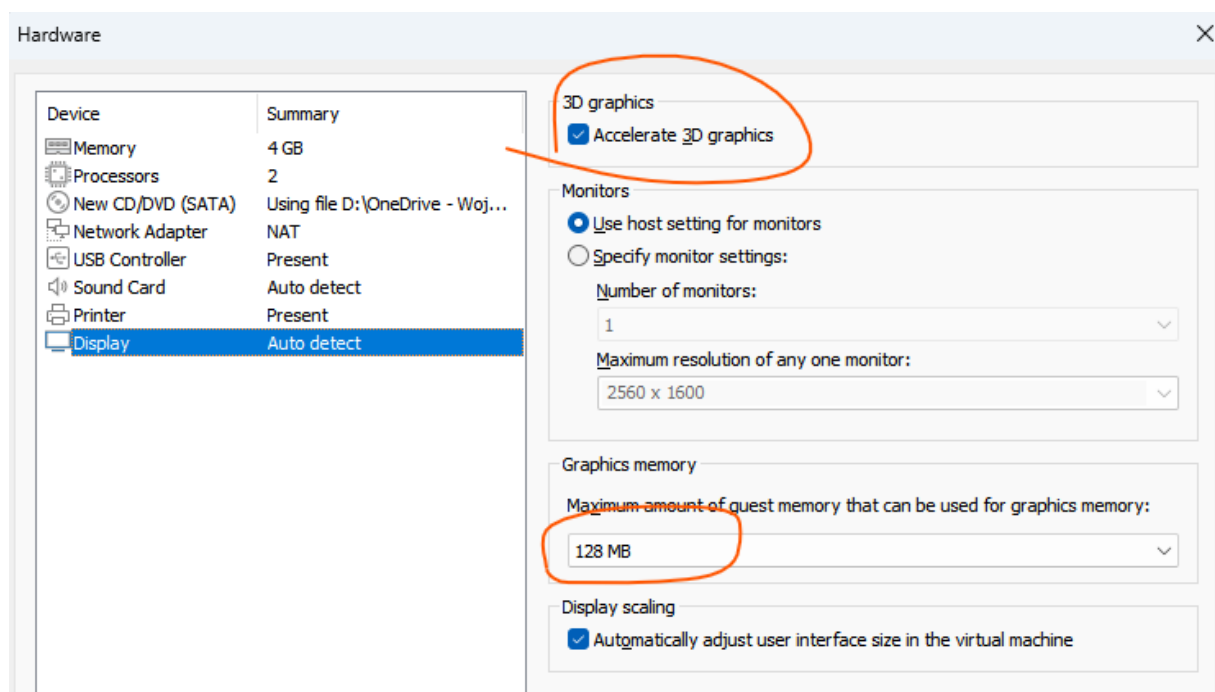
- Dysk o rozmiarze 50 GB (VHD)



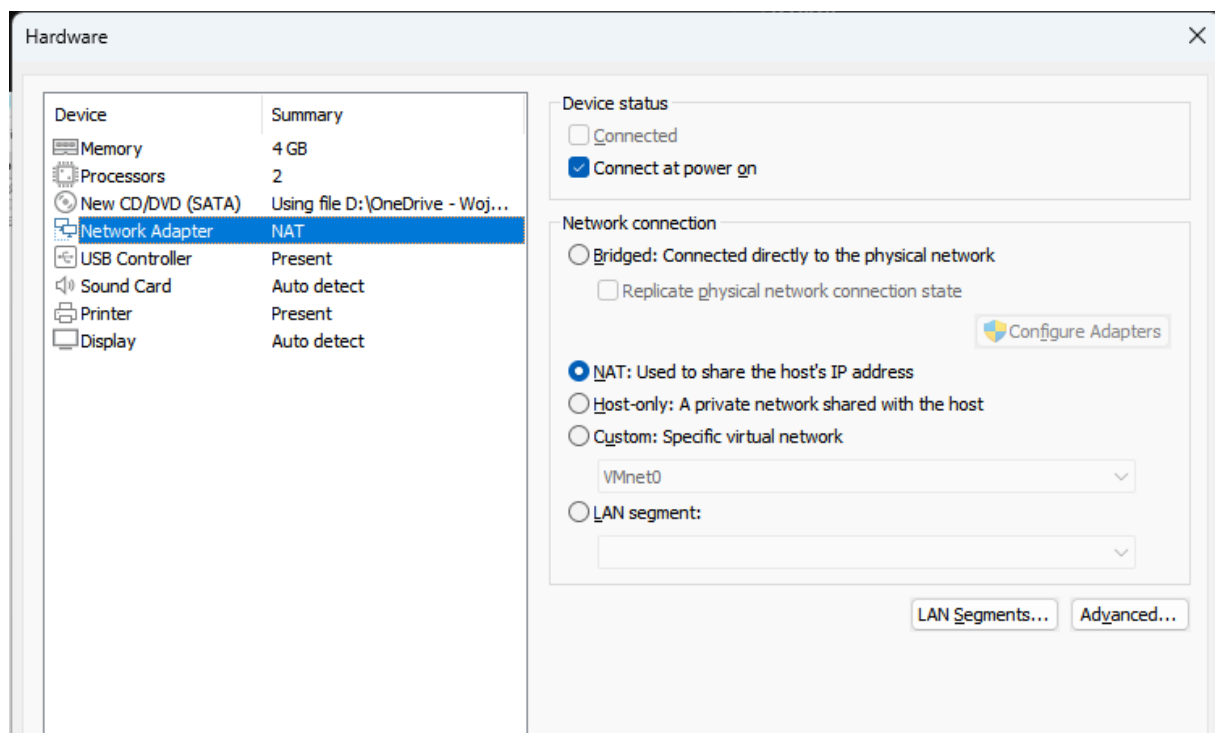
- 2 procesory



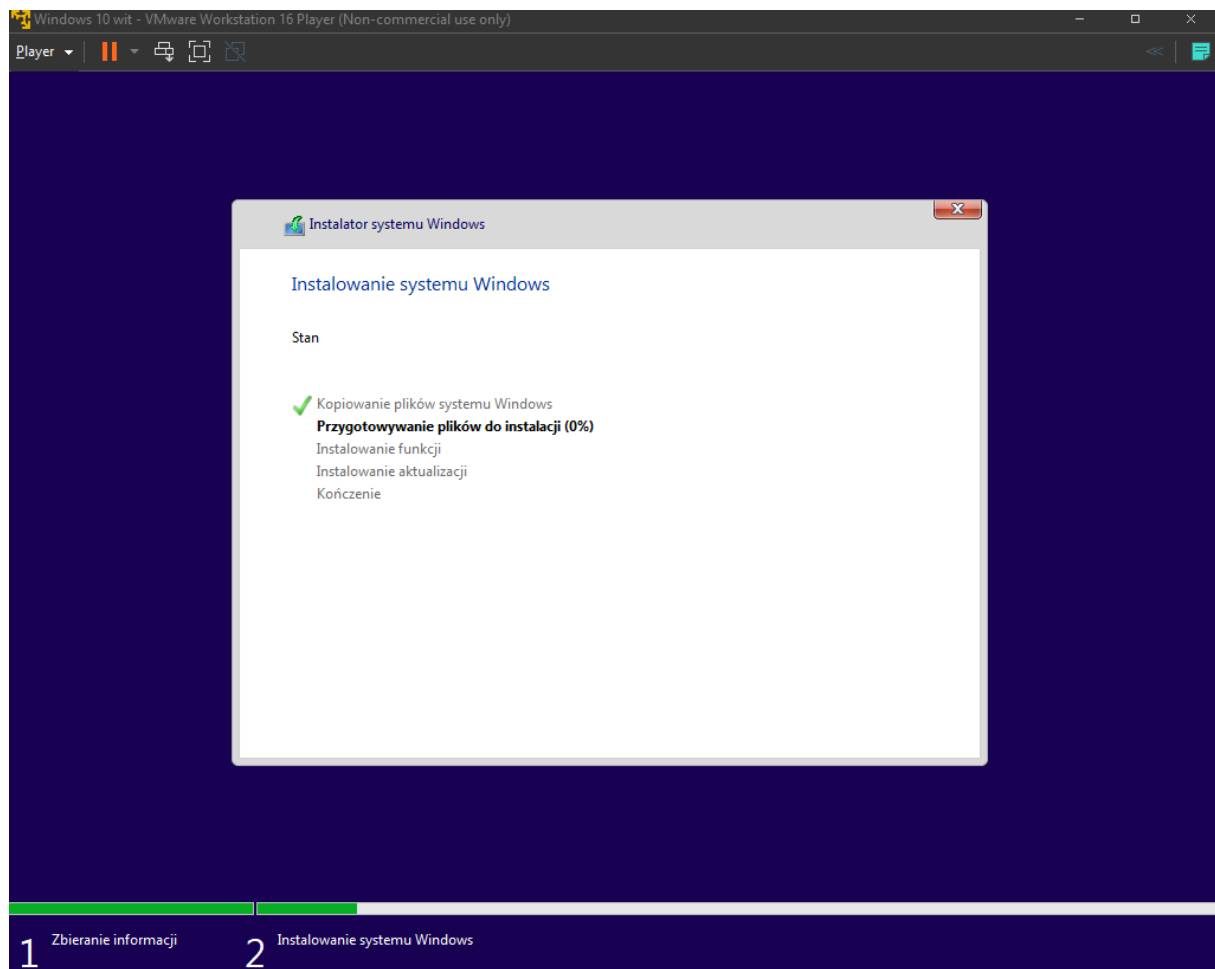
- 128 MB pamięci graficznej



- Interfejs sieciowy w trybie NAT

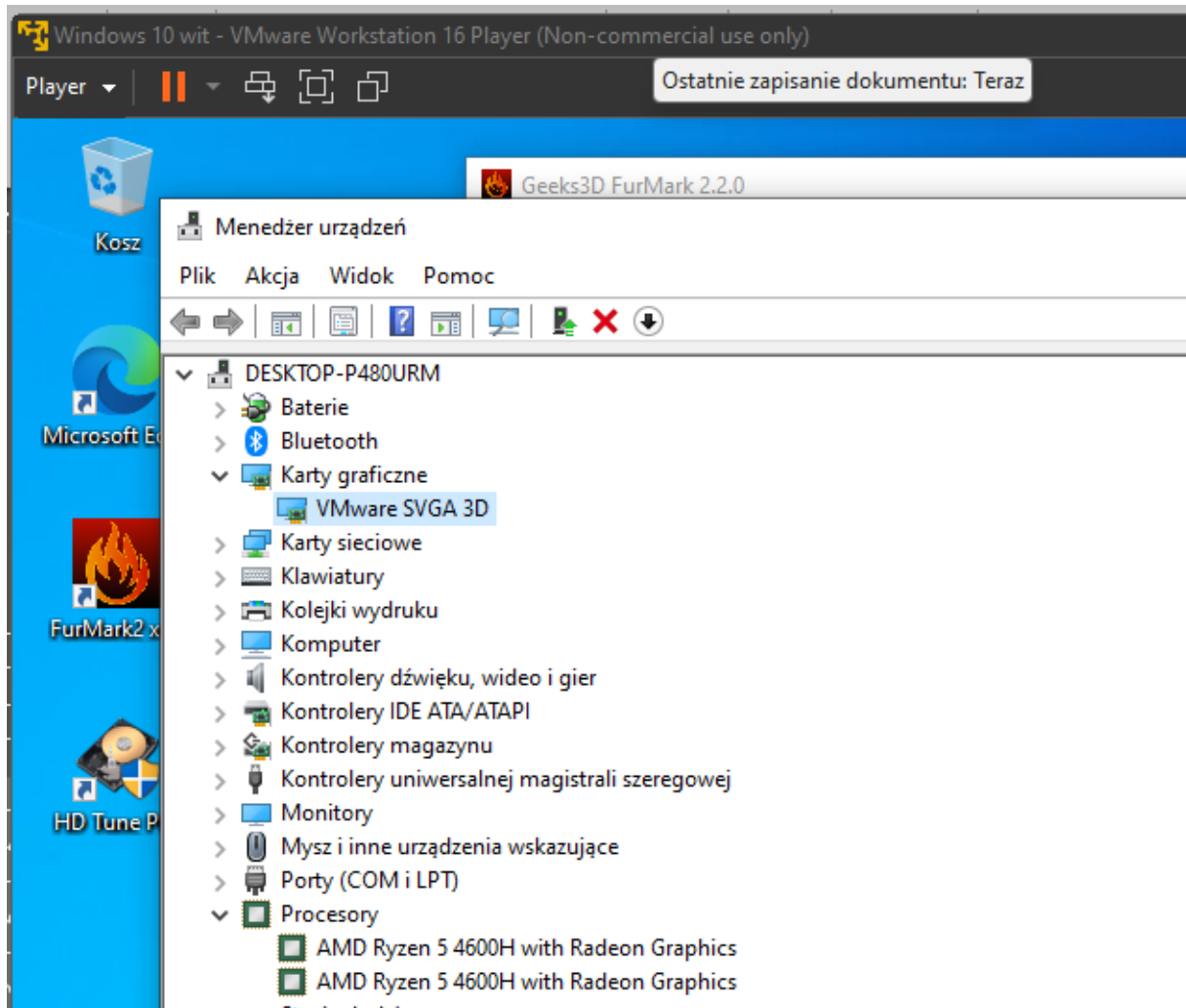


- Dokonać instalacji systemu operacyjnego w maszynie wirtualnej.



## Laboratorium nr 1

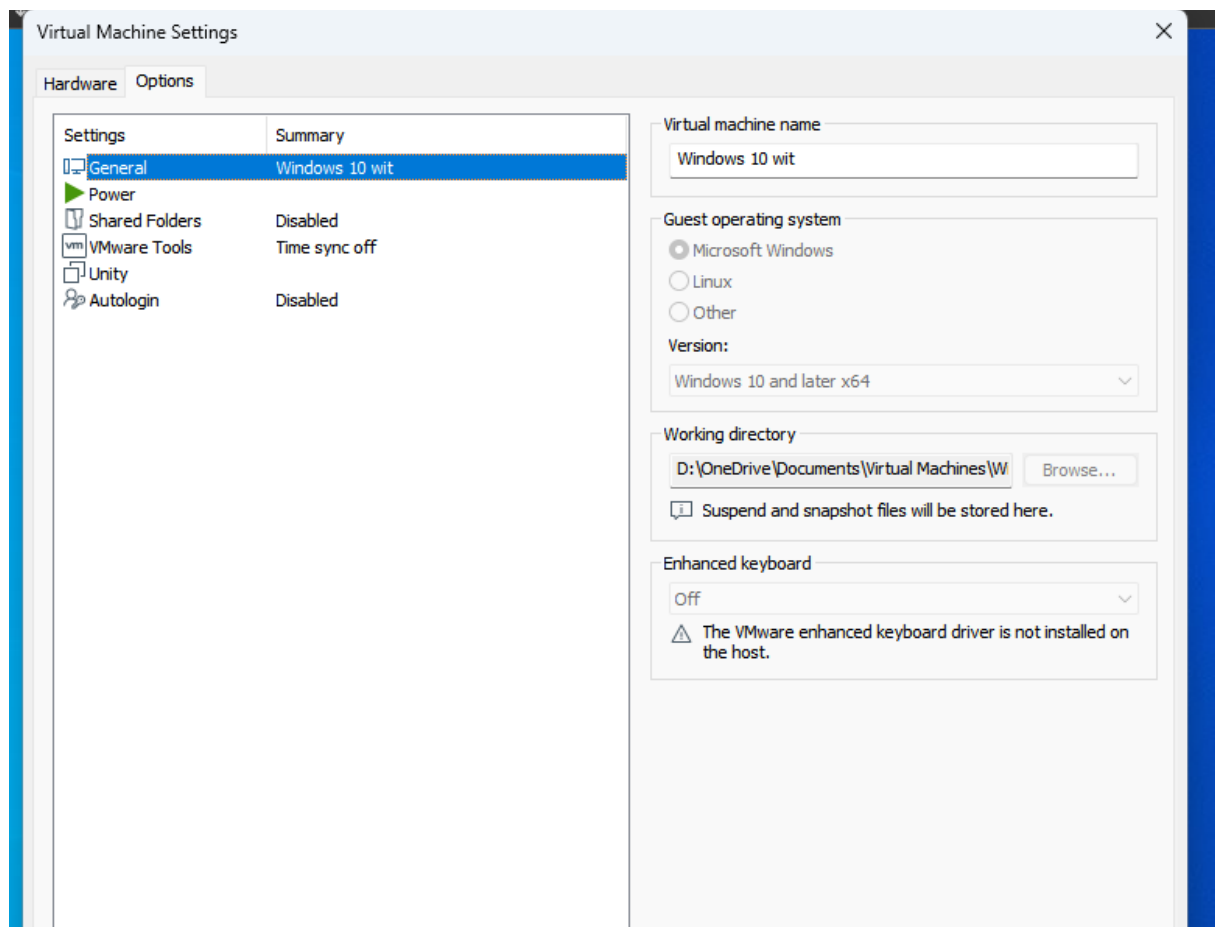
- Sprawdzić w menadżerze urządzeń jak przedstawiony jest procesor oraz karta graficzna.



- Włączyć współdzielony katalog, współdzielony schowek oraz funkcję drag and drop pomiędzy maszyną wirtualną a systemem macierzystym

U Siebie nie widzę „guest isolation” gdzie znajdowałaby się opcja „enable drag and drop”. Ewentualnie mogłem spróbować rozwiązania ze stack overflow (<https://stackoverflow.com/questions/43002440/vmware-player-12-option-guest-isolation-missing>), gdzie użytkownik proponuje zmiany w pliku .vmx

Współdzielony katalog udało się zrobić bez problemu.



I have a host (Windows 10) running VMware Player 12.5.4. I created a VM Guest (Windows 7) and also installed the VMware Tools on that. However the option "guest isolation" is not showing up in the VM preferences. Drag and Drop works but I want to disable that feature. Reinstalling the VMware Tools didn't help.

Could it be that "guest isolation" is a Pro feature only? Or did it get removed completely out of the product?

vmware isolation

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asked Mar 24, 2017 at 14:44



saesch\_coder

67 ● 1 ● 1 ● 4

Add a comment

## 1 Answer

Sorted by: Highest score (default)



I add these to my \*.vmx files to get to the bios and enable copy-paste:

15



```
isolation.tools.copy.disable = "FALSE"
isolation.tools.paste.disable = "FALSE"
bios.bootDelay = "2000"
```



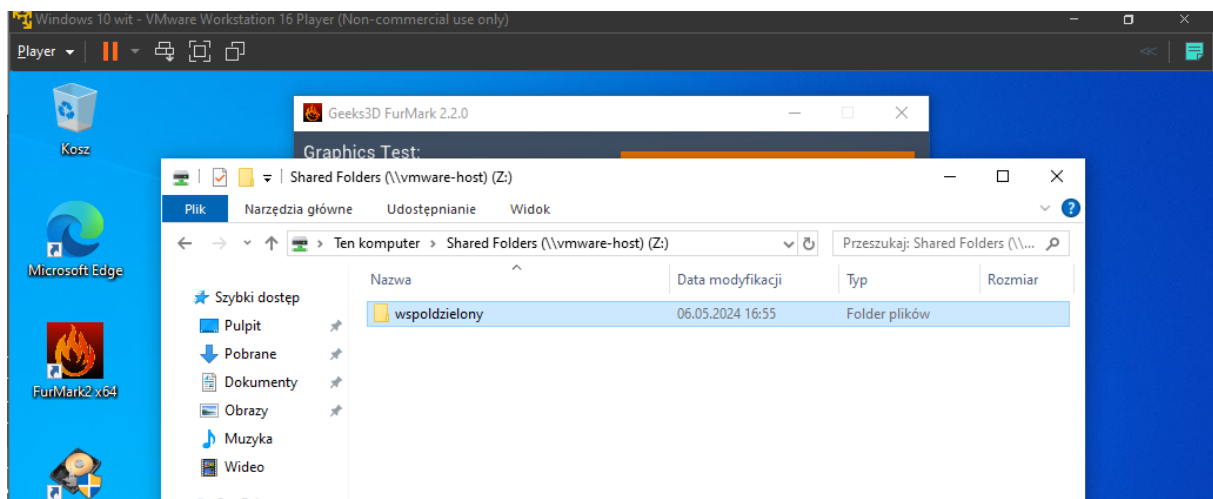
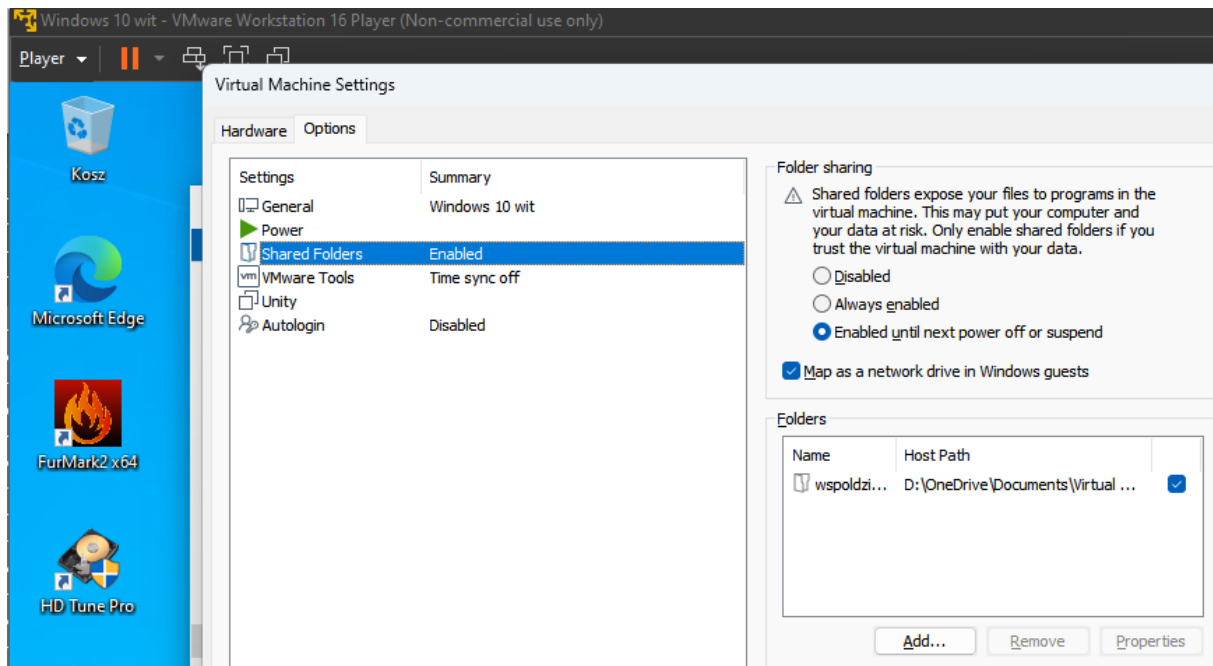
You can try changing FALSE to TRUE and see if that disables copy-paste.



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answered May 7, 2017 at 19:52





- Pobrać i zainstalować w maszynie wirtualnej oprogramowanie

CPU-Z, GPU-Z.

- Uruchomić powyższe programy i sprawdzić wyniki dla procesora

oraz karty graficznej.

Maszyna wirtualna:

The image shows a Windows 10 virtual machine running in VMware Workstation 16 Player. Two diagnostic applications are open: CPU-Z and GPU-Z.

**CPU-Z Processor Information:**

Processor	Value
Name	AMD Ryzen 5 Mobile 4600H
Code Name	Renoir
Max TDP	45.0 W
Package	Socket FP6
Technology	7 nm
Core VID	1.550 V
Specification	AMD Ryzen 5 4600H with Radeon Graphics
Family	F
Model	0
Stepping	1
Ext. Family	17
Ext. Model	60
Revision	RN-A1
Instructions	MMX(+), SSE, SSE2, SSE3, SSSE3, SSE4.1, SSE4.2, SSE4A, x86-64, AES, AVX, AVX2, FMA3, SHA

**Clocks (Core #0):**

Core Speed	Value
Core Speed	2994.00 MHz
Multiplier	
Bus Speed	
Rated FSB	

**Cache:**

Cache	Value	Way
L1 Data	32 KBytes	8-way
L1 Inst.	32 KBytes	8-way
Level 2	512 KBytes	8-way
Level 3	4 MBytes	16-way

**Selection:** Socket #1 (selected), Socket #2

**Cores:** 1, **Threads:** 1

**Tools:** Validate, Close

**GPU-Z Graphics Card Information:**

Graphics Card	Value
Name	VMware SVGA 3D
GPU	VMware
Revision	N/A
Technology	Unknown
Die Size	Unknown
Release Date	Unknown
Transistors	Unknown
BIOS Version	Unknown
Subvendor	VMware
Device ID	15AD 0405 - 15AD 0405
ROPs/TMUs	/
Bus Interface	PCI
Shaders	0 Pixel / 0 Vertex
DirectX Support	Unknown
Pixel Fillrate	Unknown
Texture Fillrate	Unknown
Memory Type	Unknown
Bus Width	Unknown
Memory Size	0 MB
Bandwidth	Unknown
Driver Version	8.17.3.5 / Win10 64
Driver Date	Jul 06, 2021
Digital Signature	WHQL
GPU Clock	MHz
Memory	MHz
Shader	N/A
Default Clock	MHz
Memory	MHz
Shader	N/A
Multi GPU	-- not available --
Resizable BAR	Disabled
Computing	<input type="checkbox"/> OpenCL <input type="checkbox"/> CUDA <input checked="" type="checkbox"/> DirectCompute <input type="checkbox"/> DirectML
Technologies	<input type="checkbox"/> Vulkan <input type="checkbox"/> Ray Tracing <input type="checkbox"/> PhysX <input checked="" type="checkbox"/> OpenGL 4.1

Mój komputer:

The screenshot shows the CPU-Z application window. The 'CPU' tab is selected. The processor is an AMD Ryzen 5 Mobile 4600H with a Renoir code name, Socket FP6 package, and 7 nm technology. It has a Max TDP of 45.0 W and a Core VID of 1.200 V. The specification is AMD Ryzen 5 4600H with Radeon Graphics. The family is F, model is 0, stepping is 1, and the revision is RN-A1. The instructions supported are MMX(+), SSE, SSE2, SSE3, SSSE3, SSE4.1, SSE4.2, SSE4A, x86-64, AES, AVX, AVX2, FMA3, and SHA. The clock speeds for Core #0 are 3986.45 MHz (Core Speed), x 40.0 (Multiplier), and 99.66 MHz (Bus Speed). The cache configuration is L1 Data: 6 x 32 KBytes (8-way), L1 Inst.: 6 x 32 KBytes (8-way), Level 2: 6 x 512 KBytes (8-way), and Level 3: 2 x 4 MBytes (16-way). The selection is Socket #1, with 6 cores and 12 threads. The version is Ver. 2.09.0.x64.

Processor				
Name	AMD Ryzen 5 Mobile 4600H			
Code Name	Renoir	Max TDP	45.0 W	
Package	Socket FP6			
Technology	7 nm	Core VID	1.200 V	
Specification	AMD Ryzen 5 4600H with Radeon Graphics			
Family	F	Model	0	
Ext. Family	17	Ext. Model	60	
Stepping	1		Revision	RN-A1
Instructions	MMX(+), SSE, SSE2, SSE3, SSSE3, SSE4.1, SSE4.2, SSE4A, x86-64, AES, AVX, AVX2, FMA3, SHA			

Clocks (Core #0)		Cache	
Core Speed	3986.45 MHz	L1 Data	6 x 32 KBytes 8-way
Multiplier	x 40.0	L1 Inst.	6 x 32 KBytes 8-way
Bus Speed	99.66 MHz	Level 2	6 x 512 KBytes 8-way
Rated FSB		Level 3	2 x 4 MBytes 16-way

Selection: Socket #1 | Cores: 6 | Threads: 12

CPU-Z Ver. 2.09.0.x64 | Tools | Validate | Close

The screenshot shows the TechPowerUp GPU-Z 2.59.0 application window. The 'Graphics Card' tab is selected. The graphics card is an NVIDIA GeForce GTX 1650 with TU117 GPU and A1 revision. It has a 12 nm technology, 200 mm² die size, and 4700M transistors. The release date is Apr 23, 2019. The BIOS version is 90.17.4E.00.11 and it is UEFI. The subvendor is Lenovo and the device ID is 10DE 1F99 - 17AA 3A43. The ROPs/TMUs are 32 / 56 and the bus interface is PCIe x16 3.0 @ x8 3.0. The shaders are 896 Unified and DirectX support is 12 (12\_1). The pixel fillrate is 48.5 GPixels/s and the texture fillrate is 84.8 GTexels/s. The memory type is GDDR6 (Micron) with a bus width of 128 bit, memory size of 4096 MB, and bandwidth of 192.0 GB/s. The driver version is 31.0.15.5212 (NVIDIA 552.12) DCH / Win11 64, dated Apr 02, 2024, with a digital signature of WHQL. The GPU clock is 1380 MHz, memory clock is 1500 MHz, and boost clock is 1515 MHz. The default clock is also 1380 MHz, 1500 MHz, and 1515 MHz. NVIDIA SLI is disabled and Resizable BAR is disabled. Computing features like OpenCL, CUDA, DirectCompute, and DirectML are enabled. Technologies like Vulkan, PhysX, and OpenGL 4.6 are also enabled. The window title is TechPowerUp GPU-Z 2.59.0.

Graphics Card			
Name	NVIDIA GeForce GTX 1650		
GPU	TU117	Revision	A1
Technology	12 nm	Die Size	200 mm²
Release Date	Apr 23, 2019	Transistors	4700M
BIOS Version	90.17.4E.00.11		
Subvendor	Lenovo	Device ID	10DE 1F99 - 17AA 3A43
ROPs/TMUs	32 / 56	Bus Interface	PCIe x16 3.0 @ x8 3.0
Shaders	896 Unified	DirectX Support	12 (12_1)
Pixel Fillrate	48.5 GPixels/s	Texture Fillrate	84.8 GTexels/s
Memory Type	GDDR6 (Micron)	Bus Width	128 bit
Memory Size	4096 MB	Bandwidth	192.0 GB/s
Driver Version	31.0.15.5212 (NVIDIA 552.12) DCH / Win11 64		
Driver Date	Apr 02, 2024	Digital Signature	WHQL
GPU Clock	1380 MHz	Memory	1500 MHz
Boost	1515 MHz		
Default Clock	1380 MHz	Memory	1500 MHz
Boost	1515 MHz		
NVIDIA SLI	Disabled		
Resizable BAR	Disabled		
Computing	<input checked="" type="checkbox"/> OpenCL <input checked="" type="checkbox"/> CUDA <input checked="" type="checkbox"/> DirectCompute <input checked="" type="checkbox"/> DirectML		
Technologies	<input checked="" type="checkbox"/> Vulkan <input type="checkbox"/> Ray Tracing <input checked="" type="checkbox"/> PhysX <input checked="" type="checkbox"/> OpenGL 4.6		

NVIDIA GeForce GTX 1650 | Close

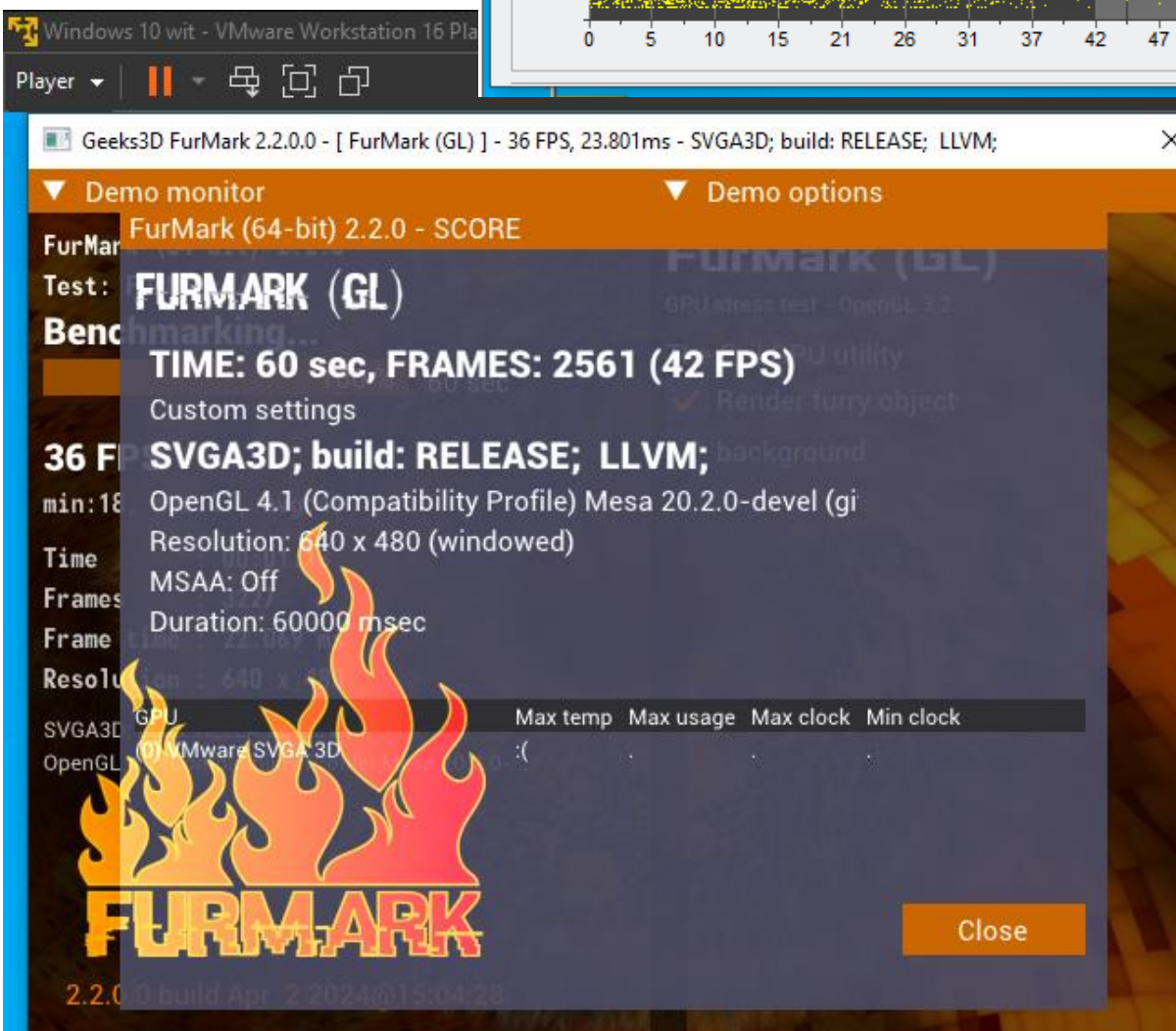
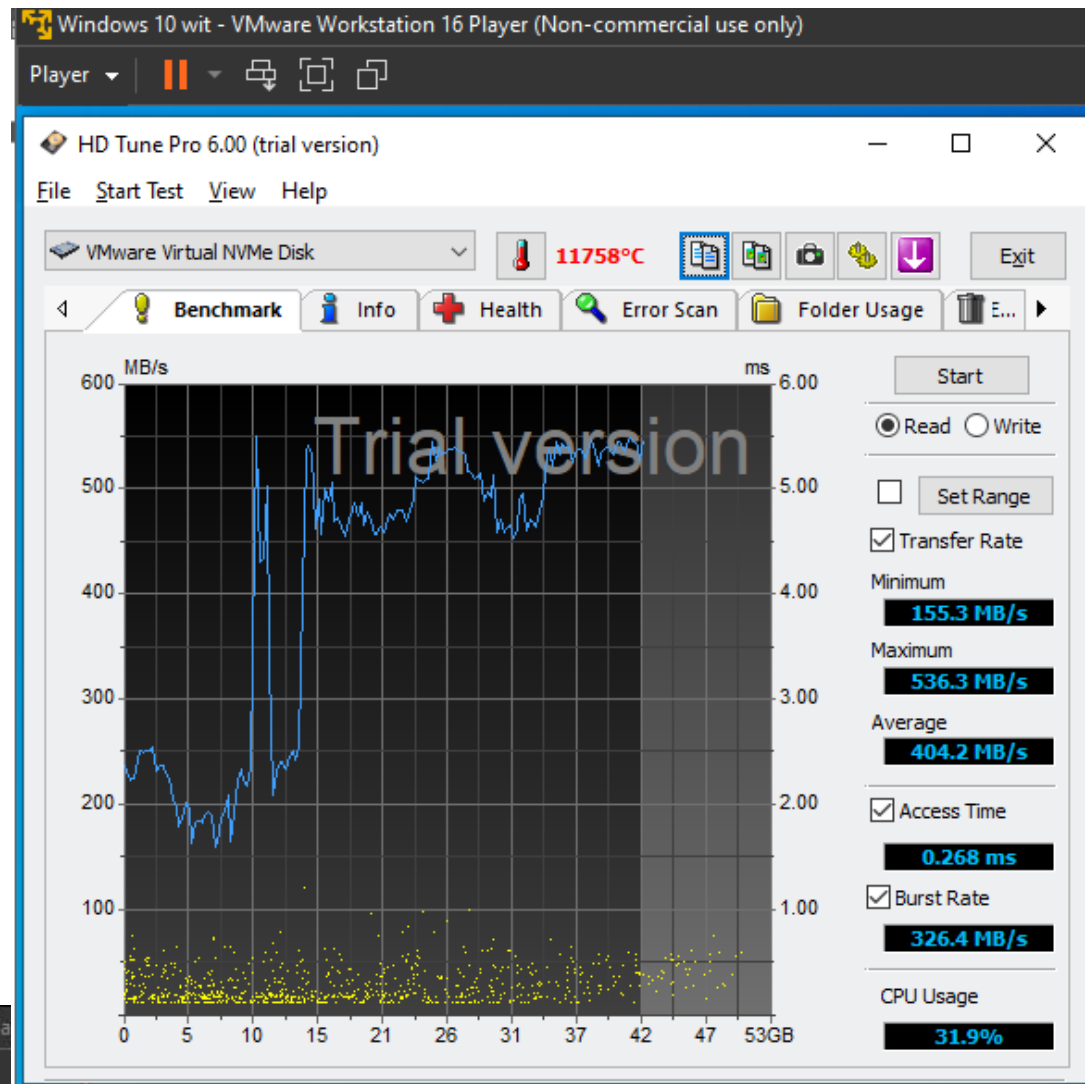
- Pobrać i zainstalować w maszynie wirtualnej oprogramowanie

HD Tune oraz FurMark.

- Przeprowadzić testy dysku za pomocą HD Tune oraz grafiki za pomocą FurMark.

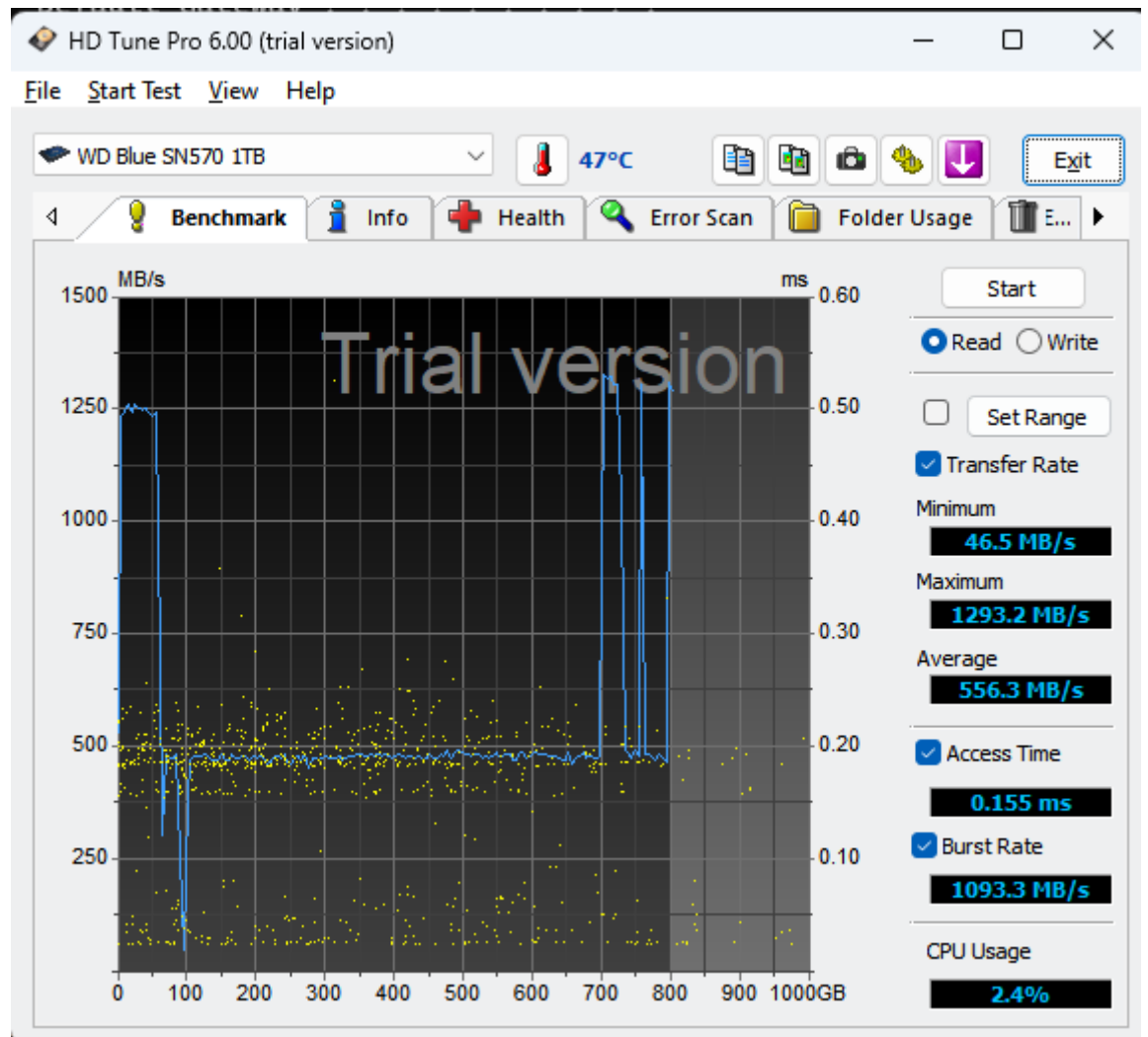
Maszyna wirtualna:

Resolution niski 640x480 ponieważ przy full hd zawieszał się benchamrk



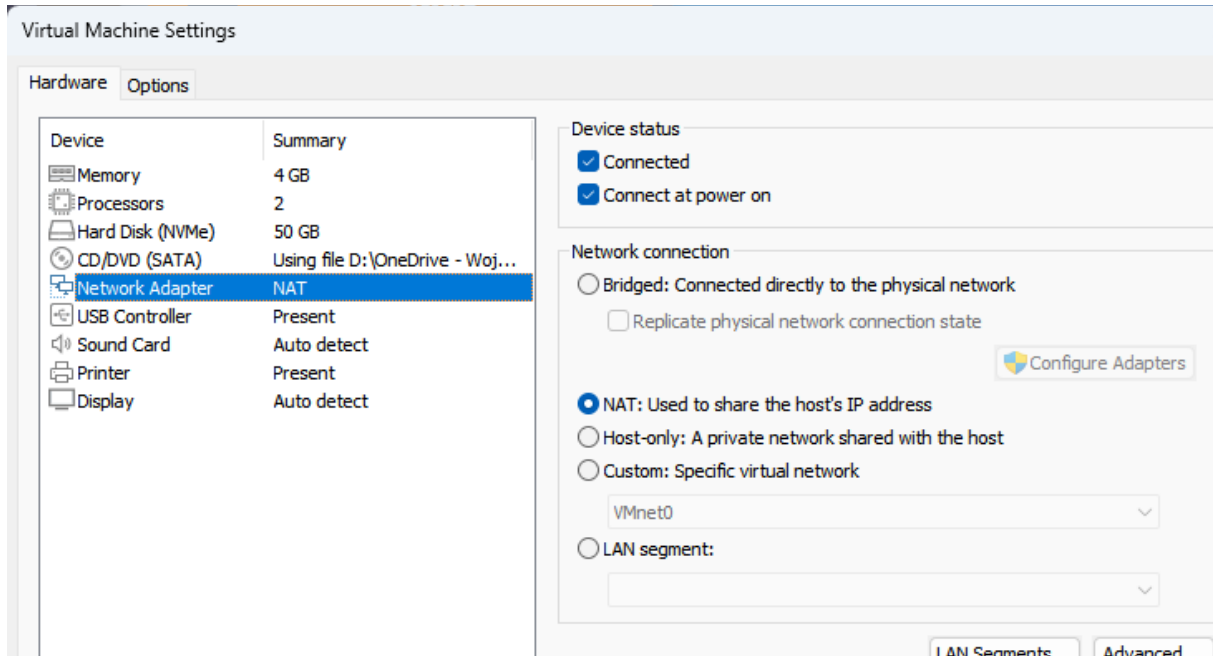


Mój komputer:



## Laboratorium nr 1

- Zapoznać się z pozostałymi typami interfejsów sieciowych w maszynie wirtualnej VMware Workstation Player.



Bridged - maszyna wirtualna łączy się bezpośrednio do sieci otrzymując swój adres ip.

Nat – „wykorzystuje do ruchu” ip hosta, a sama maszyna ma inne ip.

Host-only – ten typ interfejsu będzie będzie umożliwił komunikację między innymi maszynami i hostem bez dostępu do innych sieci.

Custom – umożliwia konfigurację interfejsu sieciowego

LAN segment – można stworzyć segment w sieci do którego będą miały dostęp wybrane maszyny.

- W sprawozdaniu zawrzeć zrealizowane czynności oraz opisać wyniki testów.