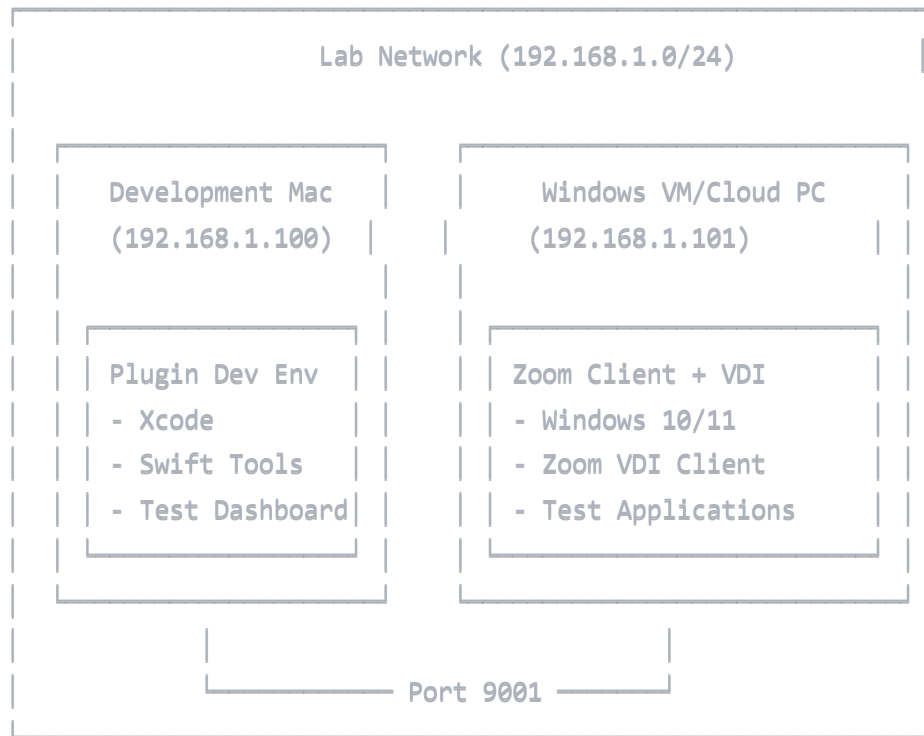


Zoom VDI Plugin Lab Environment Setup Guide

This guide will help you set up a complete testing environment to develop and validate the Zoom VDI plugin before production deployment.

Lab Architecture Overview



Prerequisites

Hardware Requirements

Mac (Development Machine)

- Mac with Intel or Apple Silicon
- 8GB RAM minimum (16GB recommended)
- 50GB free disk space
- Built-in camera and microphone
- Ethernet or strong Wi-Fi connection

Windows Environment (Choose one)

- Option A: Local Windows VM (VMware Fusion/Parallels)
- Option B: Azure Virtual Desktop
- Option C: Windows 365 Cloud PC
- Option D: Physical Windows machine

Software Requirements

macOS Development Machine

- macOS 10.15+ (Big Sur 11+ recommended)
- Xcode 12+ with Command Line Tools
- Zoom client (latest version)
- Git
- Network testing tools

Windows Test Environment

- Windows 10/11 (latest updates)

- Zoom client with VDI support
- Network utilities
- Test applications for A/V

Step-by-Step Setup

Phase 1: Mac Development Environment

1.1 Install Development Tools

```
bash
```

```
# Install Xcode Command Line Tools
```

```
xcode-select --install
```

```
# Verify Swift compiler
```

```
swift --version
```

```
# Install Homebrew (if not installed)
```

```
/bin/bash -c "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/HEAD/install.sh)"
```

```
# Install useful development tools
```

```
brew install git curl wget http nmap wireshark
```



1.2 Clone and Setup Plugin Project

```
bash
```

```
# Create Lab directory
```

```
mkdir ~/ZoomVDI-Lab
```

```
cd ~/ZoomVDI-Lab
```

```
# Clone the plugin project (or create from our artifacts)
```

```
git clone <your-repo-url> zoom-vdi-plugin
```

```
cd zoom-vdi-plugin
```

```
# Verify project structure
```

```
ls -la
```

```
# Should see: setup.sh, Makefile,
```