



UDS Enterprise concurrent users model



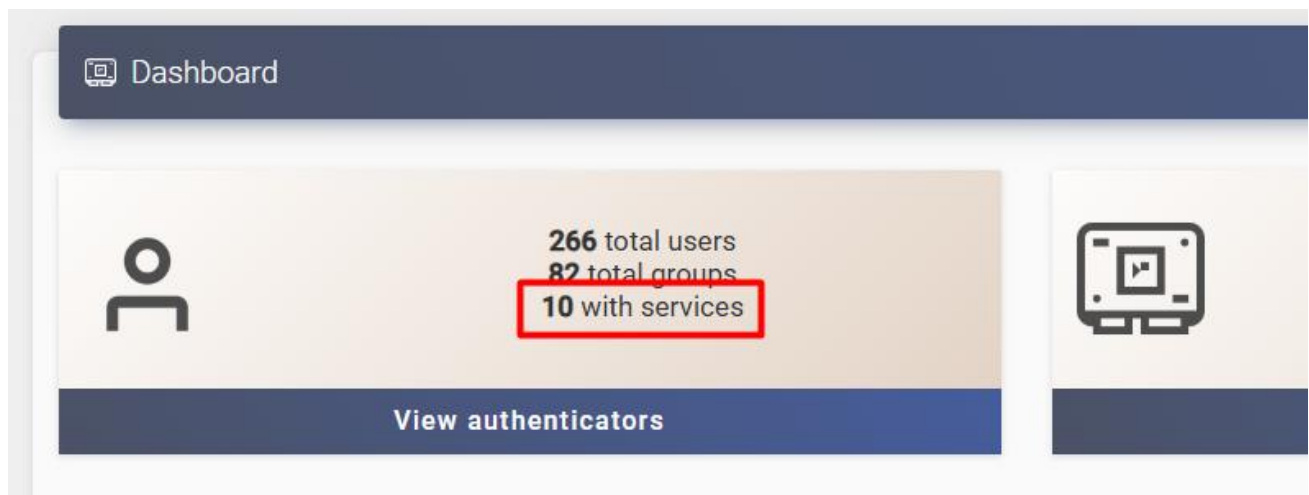
#SmartDigitalWorkplace

VIRTUAL CABLE

INTRODUCTION

This document aims to describe the operation and considerations associated with **concurrent users** within the various services offered by UDS Enterprise. Through this content, we seek to provide a clear and structured overview of how user concurrency is defined, managed, and limited based on the service used.

UDS will count any user currently using a service or who has one assigned as a consumed license.



As shown in the screenshot, the UDS control panel allows you to view the number of active concurrent users at any time

PREREQUISITES

To utilize the concurrent user subscription, it is necessary for all machines to have the corresponding **UDS Actor** installed. Otherwise, monitoring issues may arise, as UDS will be unable to remove user assignments.

All UDS service types can feature the UDS Actor, whether they are clones from a template, applications, or static machines. Each service type uses a specific UDS Actor; documentation can be reviewed in the

[Installation manual](#)

WINDOWS APPLICATIONS

The Windows application service uses the agent UDSRDSServerSetup-4.0.0.exe to control user sessions in UDS. For further details, refer to the document [Windows applications with UDS Enterprise](#)

When a user accesses their virtualized Windows application service, the service is only considered "in use" when an application is open.

Once the application is closed, it is no longer considered in use, and the user assignment is removed.

Assigned services											
Change owner		Logs	Export CSV	Delete		Filter		1 - 1 of 1			
Creation date	Unique ID	IP	Friendly name	status	Status date	In Use	Src Host	Src Ip	Owner	Actor version	
12/29/2025 12:28	uds00000026	192.168.14.36	rds00000026	Removing	12/29/2025 12:28	no	DESKTOP-CSJKQMJJ	5.135.175.213	dalonso@interna	Server 4.0.0	

PHYSICAL MACHINES

To use the physical machine service, the unmanaged actor corresponding to the machine's operating system must be installed on each device:

- **Windows:** UDSActorUnmanagedSetup-4.0.0.exe
- **Linux:** Udsactor-unmanaged_4.0.0_all.deb

When the user logs out, the session is removed from the UDS portal.

Servicios asignados												
Cambiar propietario		Logs	Exportar a CSV	Borrar		Filtro		1 - 1 of 1				
Fecha de creación	Revisión	Unique ID	IP	Nombre descriptivo	estado	Fecha de estado	En uso	Host Orig.	Ip Orig.	Propietario	Versión de actor	
24/11/2025 12:54	9	52:54:00:00:	192.168.15.1	xubu22-002	Eliminando	29/12/2025 20:43	no	junior	176.83.206.	jgomez@interna	3.6.0	

NON-PERSISTENT MACHINES

When using a service based on clones from a template, the actor corresponding to the operating system must be installed on the template:

- **Windows:** UDSActorSetup-4.0.0.exe
- **Linux (Debian):** udsactor_4.0.0_all.deb

These machines are assigned to a user only when they connect to them. Once the user logs out, the machine is no longer in use, and the assignment is deleted along with the machine.

Servicios asignados

Cambiar propietario

Logs

Exportar a CSV

Borrar

Filtro

1 - 1 of 1

	Fecha de creación	Revisión	Unique ID	IP	Nombre descriptivo	estado	Fecha de estado	En uso	Host Orig.	Ip Orig.	Propie tario	Versión de actor
<input type="checkbox"/>	29/12/2025 13:16	44	52:54:00:00:	192.168.15:	win11-013	Eliminando	29/12/2025 20:11	no	junior	176.83.206.	jgomez@Interna	5.0.0

PERSISTENT AND SEMI-PERSISTENT MACHINES

For these machine types, if the Actor is installed, UDS can detect machine usage but **cannot remove the assignment**. Being persistent, UDS will never delete these assignments from the portal.

It is important to note that even if the user is not actively using the machine, it will count as a consumed license since the assignment remains in the portal.