





## Re: Roaming Profile Setup Problem.

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Here's my boilerplate –

General tips:

1. Set up a share on the server. For example – d:\profiles, shared as profiles\$ to make it hidden from browsing. Make sure this share is not set to allow offline files/caching!
2. Make sure the share permissions on profiles\$ indicate everyone=full control. Set the NTFS security to administrators, system, and users=full control.
3. In the users' ADUC properties, specify \\server\profiles\$\%username% in the profiles field
4. Have each user log into the domain once from their usual workstation (where their existing profile lives) and log out. The profile is now roaming.
5. If you want the administrators group to automatically have permissions to the profiles folders, you'll need to make the appropriate change in group policy. Look in computer configuration/administrative templates/system/logon – there's an option to add administrators group to the roaming profiles permissions. Notes:

\* Make sure users understand that they should never log into multiple computers at the same time when they have roaming profiles (unless you make the profiles mandatory by renaming ntuser.dat to ntuser.man so they can't change them). Explain that the last one out wins, when it comes to uploading the final, changed copy of the profile. \* Keep your profiles TINY. Redirect My Documents

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to a subfolder of each user's home directory on the server – either via group policy (folder redirection) or manually (less advisable). If you aren't going to also redirect the desktop using policies, tell people that they are not to store any files on the desktop or you will beat them with a stick. Big profile=slow login/logout, and possible profile corruption. \* Note that user profiles are not compatible between different OS versions, even between W2k/XP. Keep all your computers. Keep your workstations as identical as possible – meaning, OS version is the same, SP level is the same, app load is (as much as possible) the same. \* Do not let people store any data locally – all data belongs on the server.