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If you want to know the launch environment of your client on server side, simply use `LifeCycleUtil` to get the information. The information is stored as connection property of master and subconnections.

Simply call:

```
LifeCycleUtil.getEnvironmentName();
```

or, e.g.,

```
LifeCycleUtil.isDesktopEnvironment();
```

on server-side.

This methods are similar to the client-side methods of `UILauncher` (see [details](#)).

From:

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