Subject: Build methods: remote host
Posted by hojtsy on Sat, 01 Apr 2006 11:38:46 GMT

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How is the remote host options are used in the build method configuration? Is TheIde able to connect to a telnet (ssh?) port and start a compilation on a remote machine? Is it possible to run gdb and the compiled application on the remote machine, and debug it? How can I control what commands are issued on the remote machine for compilation? We have a 1000 file project compiled on Unix servers, but edited on Windows workstations. Would it be possible to use TheIde on the workstation to trigger the compilation (actually start a shell script) on the remote Unix machine, and display the compilation results in the results panel? Source files are visible both by Samba, and by Clearcase client software, and I would need path translation applied to the compilation results.