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Subject: Re: Build methods: remote host

Posted by [FryPpy](#) on Sun, 16 Apr 2006 09:40:55 GMT

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Remote compilation is very good feature (And TheIDE is the Best - THANK YOU). But i haven't enough documentation for that feature. First of all, i have compiled TServ over gcc 2.95 on very old Linux (2.2 kernel) and seems it starts good. But all my tries to do something with that remote host from Win2000 TheIDE ends with fail.

I can't to use SCRIPT builder - i can't to write right script file for it.

I can't use GCC or GCC3 builder - file synchronization works fine, but when compilation starts all hangs up. I think that remote host don't send back right answer. Now i debugging that problem, but it is very hard to understand what is going on having only raw C++ code.

Please share some tips / help about remote building.

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