
Subject: Re: Build methods: remote host
Posted by [rylek](#) on Mon, 17 Apr 2006 19:48:40 GMT
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First of all make sure tserve is up and running on the remote machine. The correct syntax for its invocation is

```
tserve <port number>
```

(I normally use 2346 and TheIDE assumes it as default, but any port can be specified). After you run tserve with this syntax, it should report on the standard output that it's starting its accept loop and keep running in an infinite loop waiting for requests from TheIDE. After that, define a Build method with the correct remote host name (and possibly :<port number> after the IP address) and enter source and destination path mappings into the table on the right, like

```
e:\src\ -> /usr/src/  
e:\uppout\ -> /tmp/out/
```

or something like that. (The trailing slashes are important as the path conversion is more or less a plain character substitution.)

You have also two options concerning remote file management. You can either use SAMBA to make your Windows files visible to the Unix filesystem, or TheIDE plus tserve can automatically transfer the necessary source files over the network.

After setting this up, you should be use remote compilation. If you stumble accross some troubles, please turn on the verbose mode to see what's happening on TheIDE console in greater detail. Also, especially the first compilation tends to seem stuck for a while in the beginning as the source files in the whole project are being checked and BZ2-compressed for transfer to the remote machine. If you fear that something's gone wrong, please look at the tserve console on the Unix machine. Some random-looking text should scroll very quickly there and so you should be able to see that the remote machine is responding.

Regards

Tomas
