**Remote Debugging**

**Remote Side (Without Visual Studio)**:

1. Get the correct remote tool : <https://docs.microsoft.com/en-us/visualstudio/debugger/remote-debugging?view=vs-2015#get-the-remote-tools>

**OR**

Copy “Remote Debugger folder” from local pc to remote, folder path at local: "C:\Program Files (x86)\Microsoft Visual Studio 14.0\Common7\IDE\Remote Debugger"

**OR**

Share the “remote Debugger folder” (from local pc).

1. Configure Firewall
2. Open the Windows Firewall page. (In the **Start** menu search box, type **Windows Firewall**).
3. Click **Allow an app or feature through Windows Firewall**.
4. In the **Allowed apps and features** list, look for **Visual Studio Remote Debugger Discovery**. If it is listed, make sure that it is selected, and that one or more network types are also selected.
5. If **Visual Studio Remote Debugger Discovery** is not listed, click **Allow another app**. If you still don’t see it in the **Add an app** window, click **Browse** and navigate to **<Visual Studio installation directory>\Common7\IDE\Remote Debugger**. Find the appropriate folder for the application (x86, x64, Appx) and then select **msvsmon.exe**. Then click **Add**.
6. In the **Allowed apps and features** list, select **Visual Studio Remote Debugging Monitor**. Check one or more network types (**Domain, Home/Work (Private), Public**) that you want the remote debugging monitor to communicate with. The types must include the network to which the Visual Studio computer is connected.

A screenshot of a cell phone

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1. Configure Ports in Firewall
   1. On the **Start** menu, search for **Windows Firewall with Advanced Security**.
   2. Click **Inbound Rules** and then click **New Rule** in the **Actions** list.
   3. On the **Rule Type** page, select **Port** and then click **Next**.
   4. On the **Protocol and Ports** page, select the port protocol (TCP or UDP). Select **Specific local ports** and enter one or more port numbers that you want to enable for the protocol. Separate numbers with commas. Then click **Next**.

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* 1. On the **Action** page, select **Allow the connection** and then click **Next**.
  2. On the **Profile** page, select one or more network types to enable for the port. The type you select must include the network to which the remote computer is connected. Then click **Next**.
  3. On the **Name** page, type a name for the rule, and then click **Finish**.
  4. You should see your new rule in the **Inbound Rules** or **Outbound Rules** list.

1. Run Remote Debugger server
   1. Run “msvsmon.exe” as Administrator in remote debugger folder.

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Remote Server name (For later use)

**Local Side (With Visual Studio)**

1. Configure Firewall
   1. Repeat the same as in **“Remote Side: Configure firewall”.**
2. Configure ports in Firewall
   1. Repeat the same as in **“Remote Side: Configure ports in firewall”** with ports:

(TCP: 135), (UDP: 500, 4500).

1. Run Visual Studio as “Remote Windows Debugger”
   1. Configure the project properties as following:

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Optional

Remote server name

Exe directory in remote pc

* 1. Run in “Remote Windows Debugger”

A screen shot of a social media post

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**Reference:**

<https://docs.microsoft.com/en-us/visualstudio/debugger/remote-debugging?view=vs-2015>

<https://docs.microsoft.com/en-us/visualstudio/debugger/configure-the-windows-firewall-for-remote-debugging?view=vs-2015>