

 Search

Qt Creator Manual > [Adding Debuggers](#)

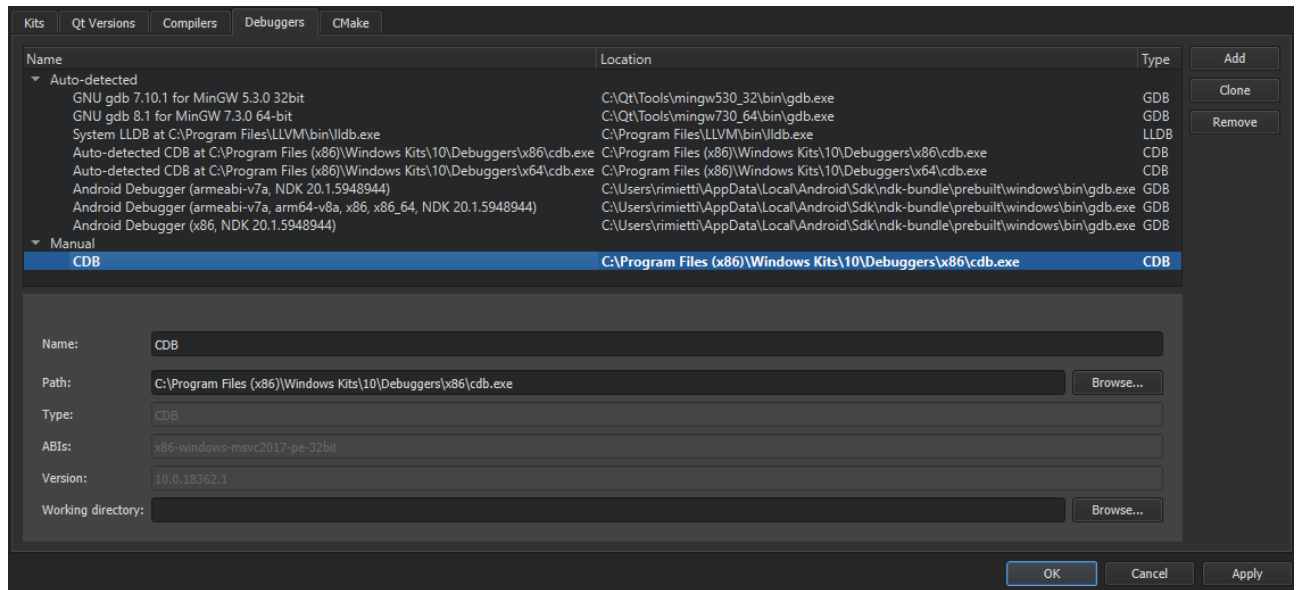
# Adding Debuggers

The Qt Creator debugger plugin acts as an interface between the Qt Creator core and external native debuggers such as the GNU Symbolic Debugger (GDB), the Microsoft Console Debugger (CDB), a QML/JavaScript debugger, and the debugger of the low level virtual machine (LLVM) project, LLDB.

The debugger plugin automatically selects a suitable native debugger for each **kit** from the ones found on your system. To override this choice, select **Edit > Preferences > Kits**.

To add debuggers:

1. Select **Edit > Preferences > Kits > Debuggers > Add**.



2. In the **Name** field, give a descriptive name for the debugger.
3. In the **Path** field, specify the path to the debugger binary:
  - For CDB (Windows only), specify the path to the Windows Console Debugger executable.
  - For GDB, specify the path to the GDB executable. The executable must be built with Python scripting support enabled.
  - For LLDB (experimental), specify the path to the LLDB executable.
- Qt Creator attempts to identify the type and version of the debugger and shows them in the **Type** and **Version** fields. In addition, Qt Creator shows the ABI version that will be used on embedded devices in the **ABIs** field.
4. In the **Working directory** field, specify the working directory of the application process. If the application is run locally, the working directory defaults to the build directory. If the application is run remotely on a device, the value depends on the shell or the device. Usually, you can leave this field empty.

To remove the selected manually added debugger, select **Remove**. The debugger is removed from the list when you select **Apply**. Until then, you can cancel the deletion by clicking **Restore**.

[< Adding Compilers](#)

[Specifying Build Settings >](#)

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