

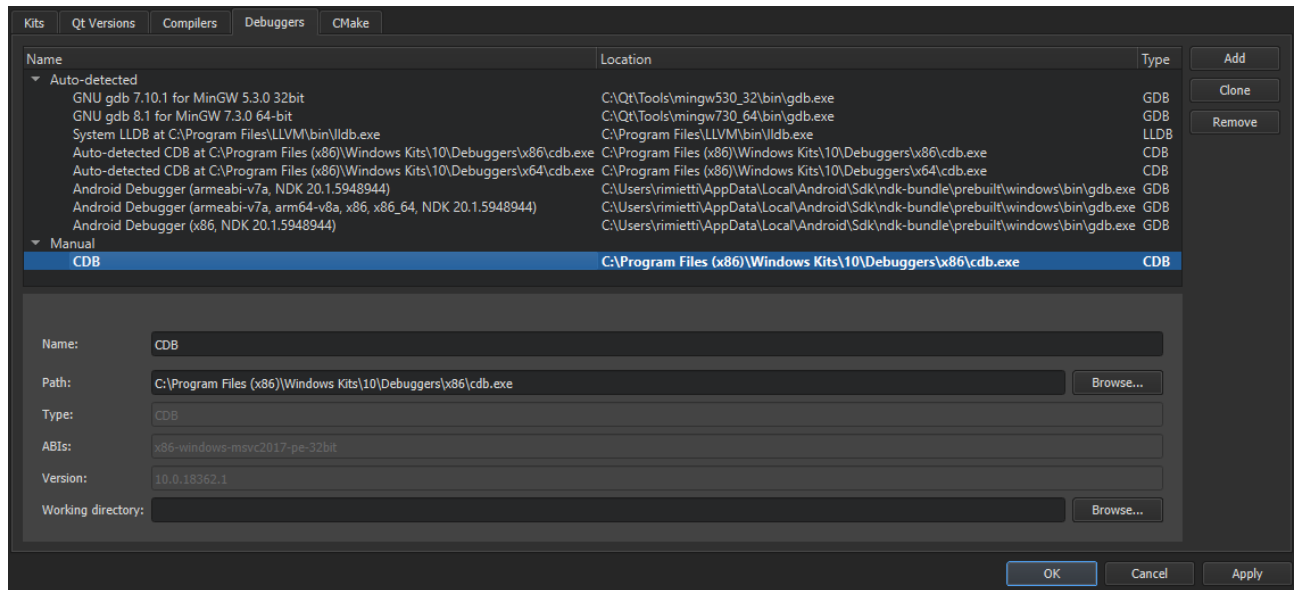


The Qt Creator debugger plugin acts as an interface between the Qt Creator core and external native debuggers such as the GNU Symbolic Debugger (GDB), the Microsoft Console Debugger (CDB), a QML/JavaScript debugger, and the debugger of the low level virtual machine (LLVM) project, LLDB.

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**.

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