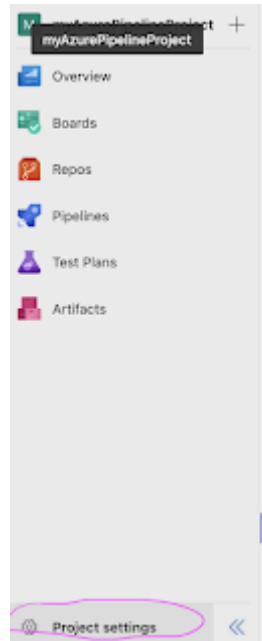
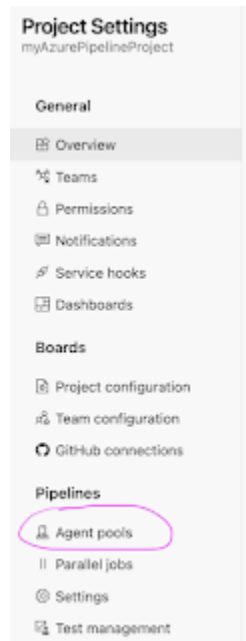


How to configure Self-hosted build agent?

1. Go to Azure DevOps dashboard - <https://dev.azure.com/>
2. Select your project dashboard
3. Go to your project settings



4. Click on Agent pools



Create a new Agent pool name

Add agent pool

Agent pools are shared across an organization.

Pool to link:

☒ New ☐ Existing

Pool type:

Select an agent pool type

Self-hosted

Azure virtual machine scale set

Enter name as **Ubuntu18-VM-Pool** or any name
Make sure you select Grant access permission to all pipelines

Add agent pool

Agent pools are shared across an organization.

Pool to link:

☒ New ☐ Existing

Pool type:

Self-hosted

A pool of agents that you set up and manage on your own to run jobs. [Learn more.](#)

Name:

Ubuntu18-VM-Pool

Description (optional):

Markdown supported.

Pipeline permissions:

☒ Grant access permission to all pipelines

Create


click on **Ubuntu18-VM-Pool**, Agents, New agent

ors / Settings / Agent pools / Ubuntu18-VM-Pool

Search

Ubuntu18-VM-Pool

Agents Details Security Analytics

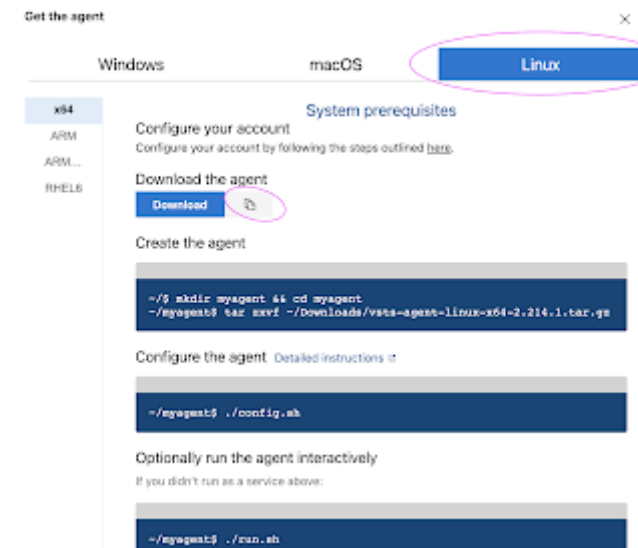


Add your first agent

Manage agents and run pipeline jobs on this pool

New agent

Click on Linux



Note down the steps to configure Linux build agent.
Login to your Azure VM now.

Step #1 - Create the Agent

`mkdir myagent && cd myagent`

Step #2 - Download the agent

`wget https://vstsagentpackage.azureedge.net/agent/2.214.1/vsts-agent-linux-x64-2.214.1.tar.gz`

```
azureuser@myagent:~/myagent$ wget https://vstsagentpackage.azureedge.net/agent/2.214.1/vsts-agent-linux-x64-2.214.1.tar.gz
--2023-06-23 02:16:47-- https://vstsagentpackage.azureedge.net/agent/2.214.1/vsts-agent-linux-x64-2.214.1.tar.gz
Resolving vstsagentpackage.azureedge.net (vstsagentpackage.azureedge.net)... 71.51.83.209, 209.139.131.174, 134.134.134.134
Connecting to vstsagentpackage.azureedge.net (vstsagentpackage.azureedge.net):7151.22.80.209:443... connected.
HTTP request sent, awaiting response... 200 OK
Length: 5840888 (1840 [application/octet-stream])
Saving to: 'vsts-agent-linux-x64-2.214.1.tar.gz'

vsts-agent-linux-x64 100%[=====] 180.81M 1794K/s in 9.6s

2023-06-23 02:16:47 (179 MB/s) - 'vsts-agent-linux-x64-2.214.1.tar.gz' saved [5840888/1840888]
```

Step #3 - Configure the Agent

`tar xzvf vsts-agent-linux-x64-2.214.1.tar.gz`

```
./externals/node/include/node/pchread-barrier.h
./externals/node/include/node/config.gypi
./externals/node/include/node/uv-os390.h
./externals/node/include/node/v8-version.h
./externals/node/include/node/uv-win.h
./externals/node/include/node/ares_build.h
./externals/node/include/node/uv-aix.h
./externals/node/include/node/stdint-msvc2008.h
./externals/node/include/node/uv-threadpool.h
./externals/node/include/node/uv-version.h
./externals/node/include/node/uv-linux.h
./externals/node/include/node/node_api_types.h
./externals/node/include/node/node.h
./externals/node/include/node/v8-platform.h
./externals/node/bin/
./externals/node/bin/node
./externals/node/LICENSE
azureuser@myAgent:~/myagent$
```

List the files in the directory after extracting.
`ls -al`

```

+FWK-F-X-F-X 1 azureuser azureuser 2863 Dec 12 15:12 config.sh
+FWK-F-X-F-X 1 azureuser azureuser 734 Dec 12 15:17 env.sh
+FWK-F-X-F-X 6 azureuser azureuser 4096 Dec 12 15:18 externals
-FW-F-F-F-- 1 azureuser azureuser 9465 Dec 12 15:17 license.html
-FW-F-F-F-- 1 azureuser azureuser 2753 Dec 12 15:17 run-docker.
-FWK-F-X-F-X 1 azureuser azureuser 2014 Dec 12 15:17 run.sh

```

Enter work folder > enter

```

>> End User License Agreements:
Building sources from a TFVC repository requires accepting the Team Explorer Everywhere End User License Agreement. This step is not required for building sources from Git repositories.
A copy of the Team Explorer Everywhere license agreement can be found at:
/home/azureuser/myagent/license.html
Enter [Y/N] Accept the Team Explorer Everywhere license agreement now? (press enter for Y) > y
>> Connect:
Enter server URL > https://dev.azure.com/MyDevOpsCoachingApp/
Enter authentication type (press enter for PAT) > PAT
Enter personal access token > *****
Connecting to server ...
>> Register Agent:
Enter agent pool (press enter for default) >
Enter agent name (press enter for myBuildAgent) > myBuildAgent_1
Scanning for tool capabilities.
Connecting to the server.
Successfully added the agent.
Testing agent connection.
Enter work folder (press enter for _work) >
2023-01-17 04:34:02: Settings Saved.

```

that's it agent is successfully configured.

Configure the Agent to run as a Service

sudo ./svc.sh install &

Execute now to run as a service

./runsvc.sh &

```

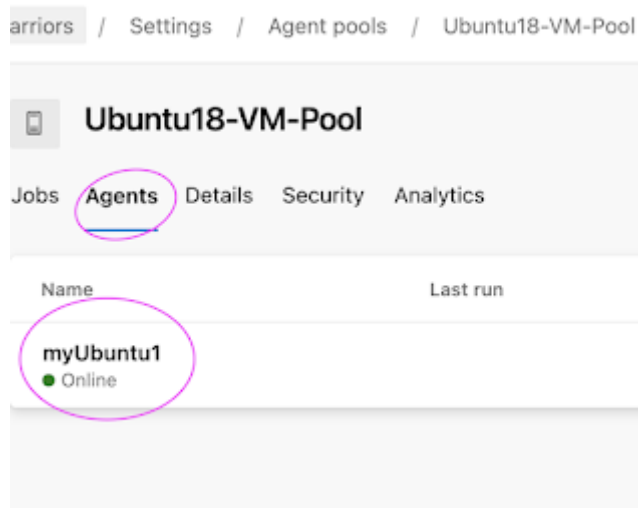
azureuser@myBuildAgent:~/myagent$ ./runsvc.sh &
[1] 1295
azureuser@myBuildAgent:~/myagent$ .path=/usr/local/
r/games:/usr/local/games:/snap/bin
Starting Agent listener with startup type: service
Started listener process
Started running service
Scanning for tool capabilities.
Connecting to the server.
2023-01-17 04:58:29Z: Listening for Jobs

```

Check the status of build Agent

Click on Ubuntu-18-VM pool name

Click on Agents



This confirms that Build agent is successfully configured in Azure DevOps and is available to run builds.

Steps for removing Agent from the agent pool

Remove the service first

`sudo ./svc.sh uninstall`

```
azureuser@myAgent:~/myagent$ sudo ./svc.sh uninstall
/etc/systemd/system/vsts.agent.MyDevopsCoachingApp.Default.myAgent1.service
● vsts.agent.MyDevopsCoachingApp.Default.myAgent1.service - Azure Pipelines Agent (MyDevopsC
  coachingApp.Default.myAgent1)
   Loaded: loaded (/etc/systemd/system/vsts.agent.MyDevopsCoachingApp.Default.myAgent1.servi
 ce; enabled; vendor preset: enabled)
   Active: inactive (dead)
Removed /etc/systemd/system/multi-user.target.wants/vsts.agent.MyDevopsCoachingApp.Default.m
yAgent1.service.
```

`./config.sh remove`

```
azureuser@myAgent:~/myagent$ ./config.sh remove
Removing agent from the server
Enter authentication type (press enter for PAT) >
Enter personal access token > *****
Connecting to server ...
Does not exist. Skipping Removing agent from the server
Removing .credentials
Succeeded: Removing .credentials
Removing .agent
Succeeded: Removing .agent
```