SSH-Extension

From the extensions-pane you should find and install the **'Remote - SSH'** extension from Microsoft.

Setting up your Virtual machine

To make sure that all handins conform to the same standard and avoid compatibility-issues we will supply you with a virtual machine the has the same specifications that we as TA's use for testing. This will ensure that if everything looks good on your end, it probably looks good on our end too. The Virtual Machine runs Ubuntu, so if you are already running Ubuntu, you may instead install dotnet 6 directly on your machine.
In the following we will refer to your virtual computer as Guest, and your actual computer as Host.
We will use git and GitHub to syncronize files between the Guest and Host.

Mac ARM (M1 or M2)

Prerequisites:

- GitHub repository containing project
- Virtual machine host: UTM
- Appropriate virtual machine image: "SU23-Silicon"

Setup:

1. Create a folder for your SU projects: `SU23`.

2. Create a file "settings.config" containing the following code snippet (keep the indentations). Put the file in the `SU23` folder:

```
Host SU23
  HostName 127.0.0.1
  User student
  Port 2222
```

3. In vscode press `fn+f1` and type "ssh settings" and click `Remote-SSH: Settings`. Under the Remote.SSH: Config File input the path to the config file you just created.

4. Copy the virtual machine image into UTM and boot up the virtual machine. Username is "student" and there is no password.

5. In virtual studio, Press `fn+f1` and type "ssh connect" and click `Remote-SSH: Connect to Host...`. It will suggest the name of the folder containing the .config file: `SU23`. Press `enter` to connect to the virtual machine via SSH.

6. Click `Terminal -> New Terminal` to open a terminal that can execute code on the Guest. Create a new folder for your local repository. Write `MKDIR SU23Guest` to the termial to create a folder named `SU23Guest`. CD into the folder.

7. To clone your repository into the guest write:
`git clone https://github.com/YOUR-USERNAME/YOUR-REPOSITORY`. You will be prompted to verify the Guest. Verify the Guest and allow the code to be downloaded.

8. The VM comes preloaded with DIKUArcade, but we need to move it into your local repository:

```
$ cp -R DIKUArcade/ SU23Guest/DIKUGames/
$ rm -rf DIKUArcade/
```

You can now interact with your code through the virtual machine. The Guest must be turned on and you must be connected via SSH (step 5).
You can update the code to the latest version available on github by writing `git pull` in the console.
Apart from entering the username shouldn't interact with the Guest directly, instead always use the vscode terminal on the Host.

Mac Intel (Not M1 og M2)

Prerequisites:

- GitHub repository containing project
- Virtual machine host: VirtualBox 6.1
- Appropriate virtual machine image: "SU23-v0.ova"

Setup:

1. Create a folder for your SU projects: `SU23`.

2. Create a file "settings.config" containing the following code snippet (keep the indentations). Put the file in the `SU23` folder:

```
Host SU23
  HostName 127.0.0.1
  User student
  Port 2222
```

3. Press `fn+f1` and type "ssh settings" and click `Remote-SSH: Settings`. Under the Remote.SSH: Config File input the path to the config file you just created.

4. Copy the virtual machine image into VirtualBox and boot up the virtual machine. Username is "student" and there is no password.

5. In virtual studio, Press `fn+f1` and type "ssh connect" and click `Remote-SSH: Connect to Host...`. It will suggest the name of the folder containing the .config file: `SU23`. Press `enter` to connect to the virtual machine via SSH.

6. Click `Terminal -> New Terminal` to open a terminal that can execute code on the Guest. Create a new folder for your local repository. Write `MKDIR SU23Guest` to the termial to create a folder named `SU23Guest`. CD into the folder.

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```
$ cp -R DIKUArcade/ SU23Guest/DIKUGames/
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```

You can now interact with your code through the virtual machine. The Guest must be turned on and you must be connected via SSH (step 5).
You can update the code to the latest version available on github by writing `git pull` in the console.
Apart from entering the username shouldn't interact with the Guest directly, instead always use the vscode terminal on the Host.

Windows

Prerequisites:

- GitHub repository containing project
- Virtual machine host: VirtualBox 6.1
- Appropriate virtual machine image: "SU23-v0.ova"
- At least 5gb of free space

Setup:

1. Create a folder for your SU projects: `SU23`.

2. Create a file "settings.config" containing the following code snippet (keep the indentations). Put the file in the `SU23` folder:

```
Host SU23
  HostName 127.0.0.1
  User student
  Port 2222
```

3. In vscode press `f1` and type "ssh settings" and click `Remote-SSH: Settings`. Under the Remote.SSH: Config File input the path to the config file you just created.

4. Copy the virtual machine image into VirtualBox and boot up the virtual machine. Username is "student" and there is no password.

5. In virtual studio, Press `f1` and type "ssh connect" and click `Remote-SSH: Connect to Host...`. It will suggest the name of the folder containing the .config file: `SU23`. Choose linux and press `enter` to connect to the virtual machine via SSH.

6. Click `Terminal -> New Terminal` to open a terminal that can execute code on the Guest. Create a new folder for your local repository. Write `MKDIR SU23Guest` to the termial to create a folder named `SU23Guest`. CD into the folder.

7. To clone your repository into the guest write:
`git clone https://github.com/YOUR-USERNAME/YOUR-REPOSITORY`. You will be prompted to verify the Guest on github. Verify the Guest and allow the code to be downloaded.

8. The VM comes preloaded with DIKUArcade, but we need to move it into your local repository:

```
$ cp -R DIKUArcade/ SU23Guest/DIKUGames/
$ rm -rf DIKUArcade/
```

You can now interact with your code through the virtual machine. The Guest must be turned on and you must be connected via SSH (step 5).
You can update the code to the latest version available on github by writing `git pull` in the console.
Apart from entering the username shouldn't interact with the Guest directly, instead always use the vscode terminal on the Host.