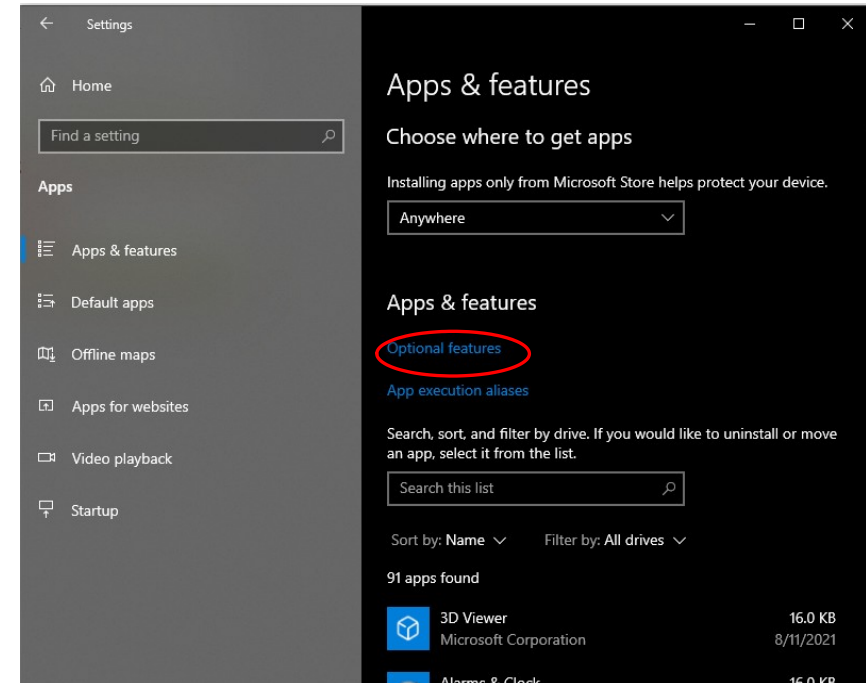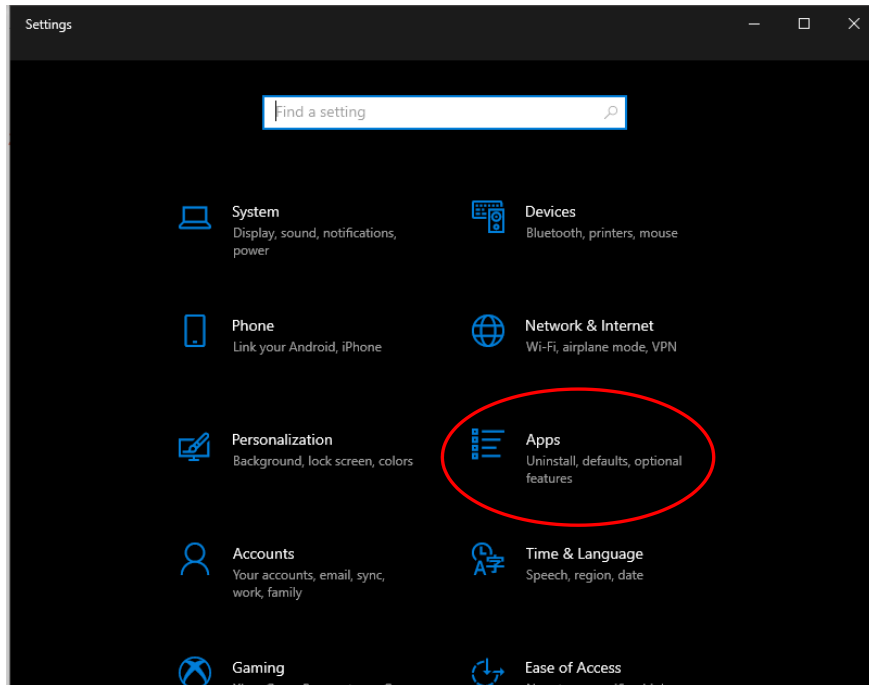# How to edit code on Vulcan using VSCode
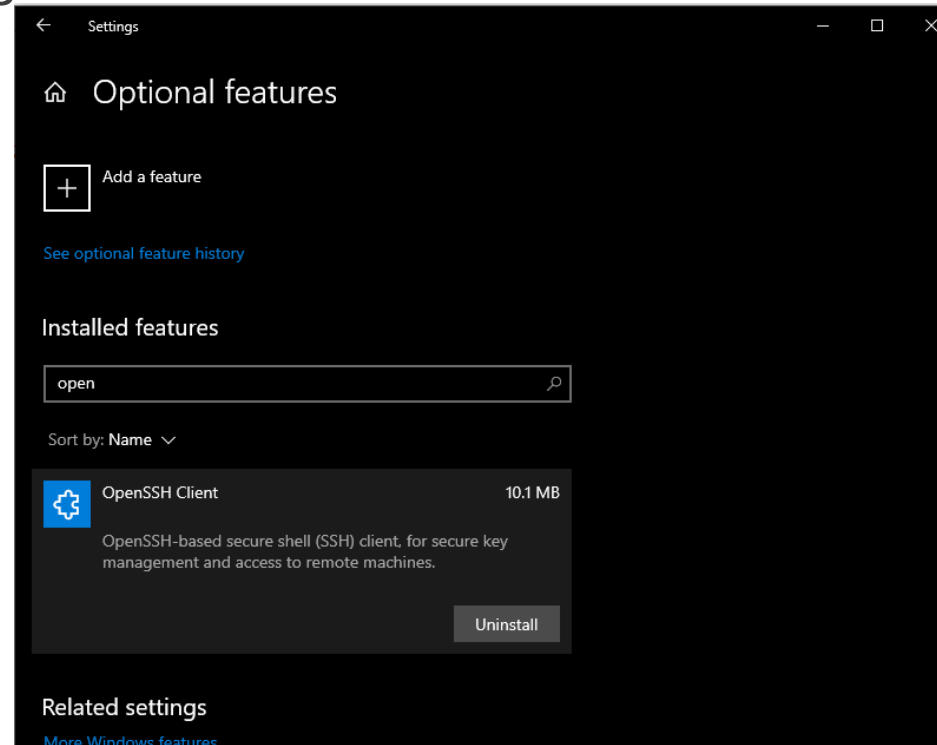
First, Make sure that an openSSH client is installed on your PC.

For Windows Users, Go to Settings -> Apps -> Apps & Features -> Optional Features

First, Make sure that an openSSH client is installed on your PC.

Then search for openSSH and see if the openSSH Client is installed. If not, click install and let the program be installed.

First, Make sure that an openSSH client is installed on your PC.

If you are a Linux User, most distros should come with an openSSH Client installed.

However, if your system does not have one installed, Here are some terminal commands for common distros.

Ubuntu/Debian   sudo apt-get install openssh-client

RHEL/Fedora/CentOS   sudo yum install openssh-clients

Arch Linux   sudo pacman –S openssh
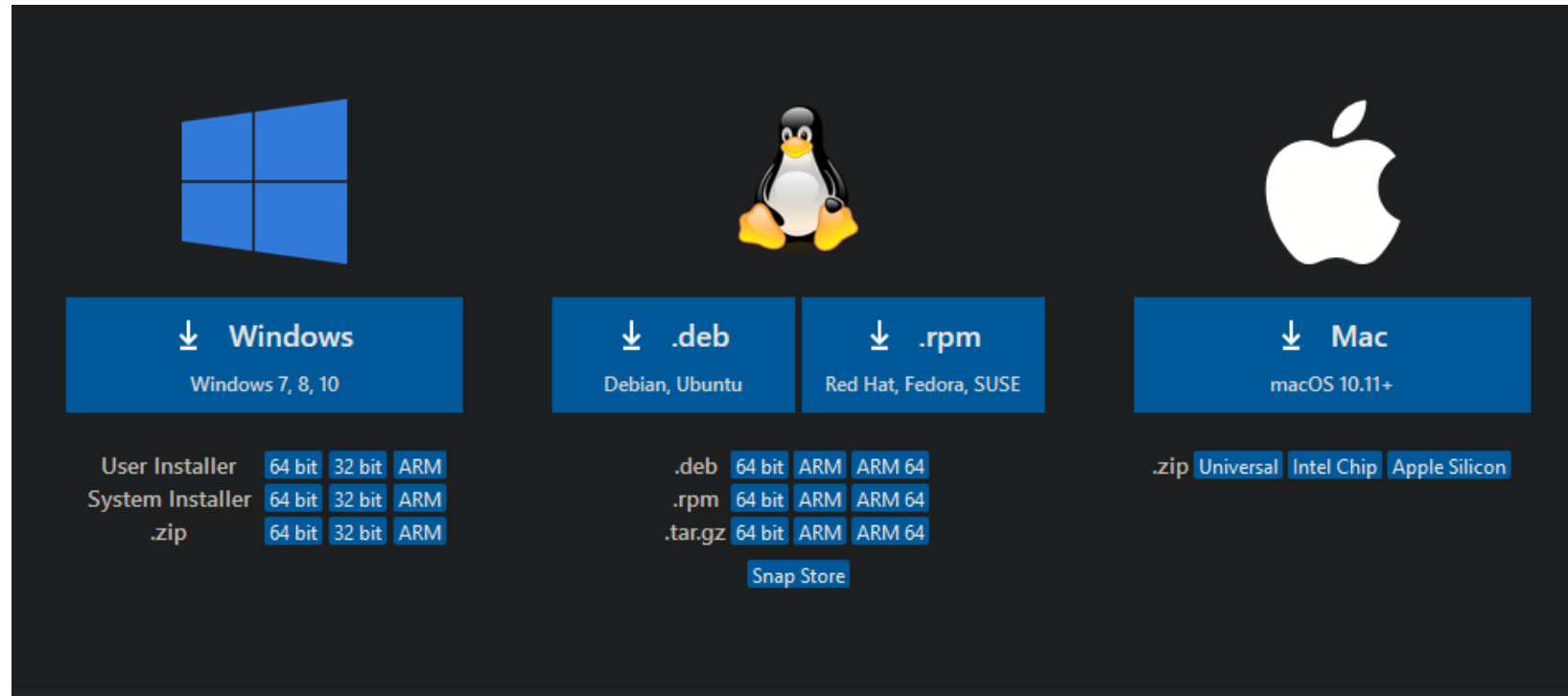
First, Make sure that an openSSH client is installed on your PC.

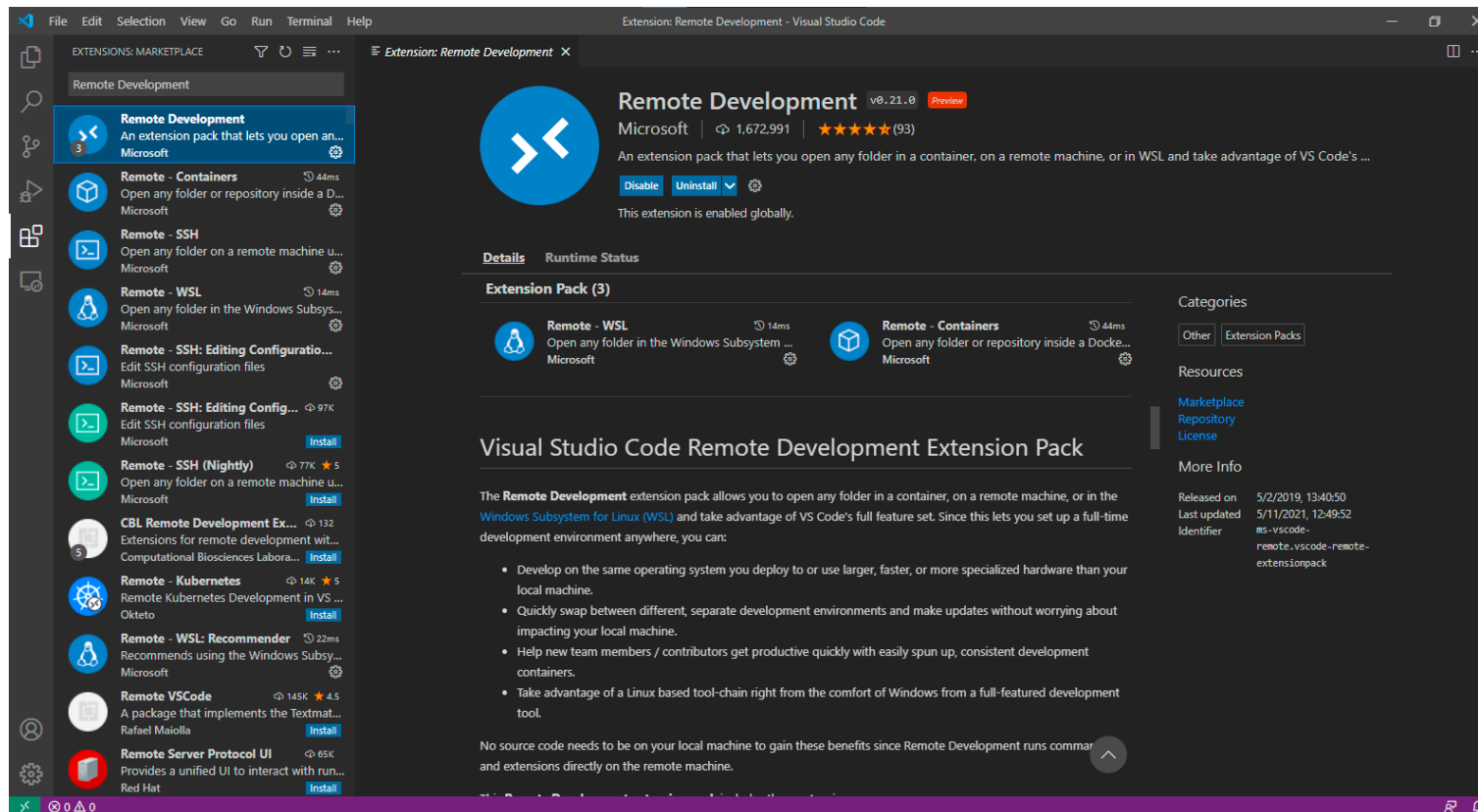If you are a Mac User, openSSH should be installed by default.

Installing VSCode

If VSCode is not installed, you can install it from https://code.visualstudio.com

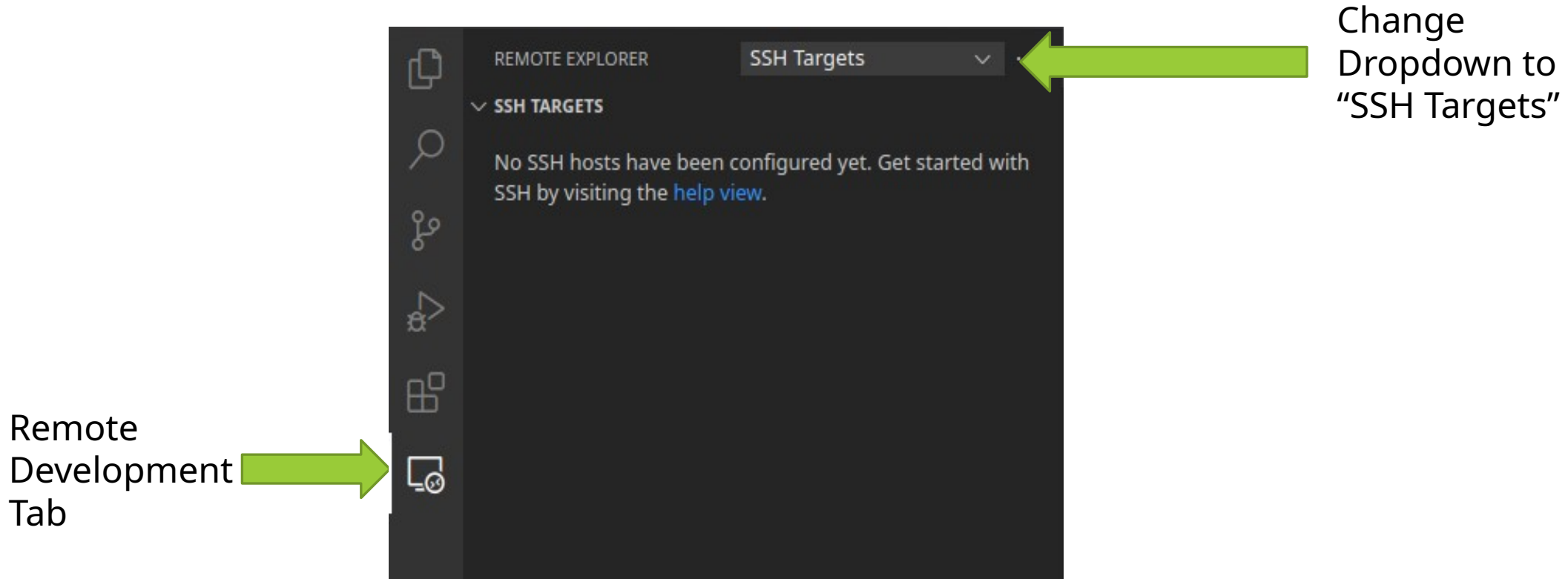VSCode is available in many different forms, in case you need a different format.

Setting Up Remote Development

In VSCode, go to the Extensions tab and look up "Remote Development" and click Install.
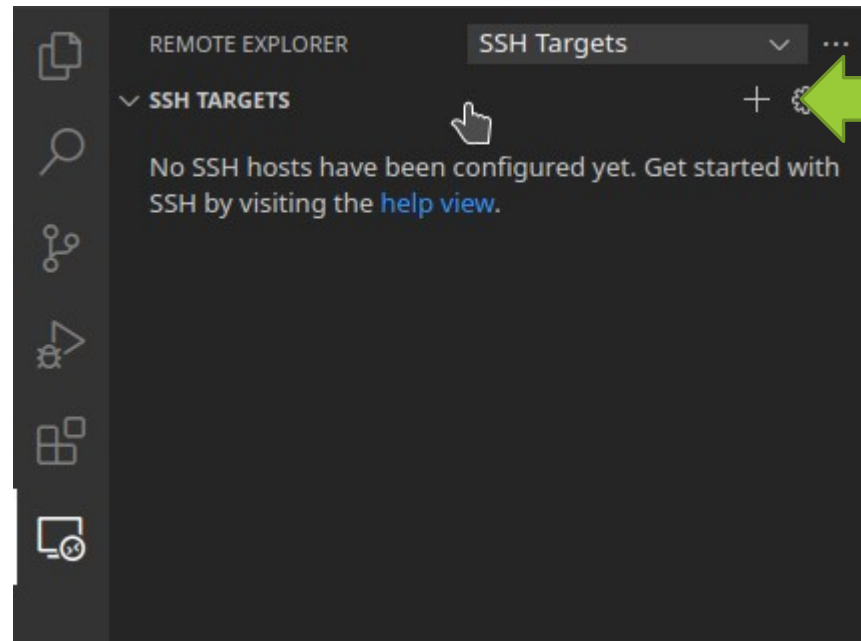
Setting Up Remote Development

Then a new tab appears on the side, for Remote Development. Click on it and switch the remote explorer to SSH.

Change Dropdown to "SSH Targets"

Remote Development Tab

Setting Up Remote Development
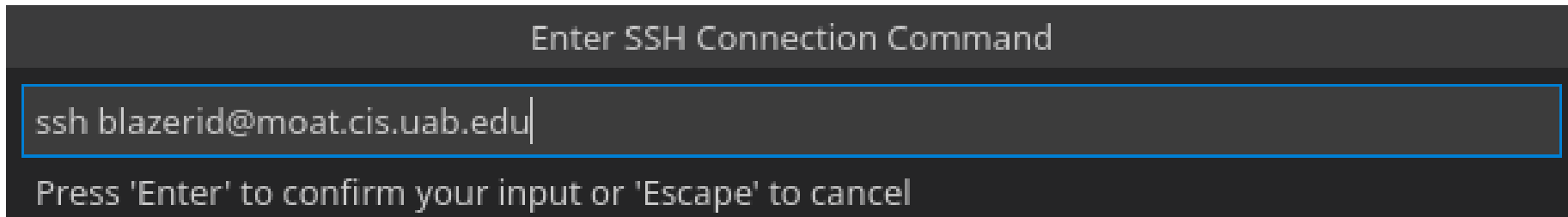
Then click on the Add a New Host button.

Add New Host Here

Setting Up Remote Development

A New Menu will appear at the top of VSCode, asking for the SSH Connection Command.

Type in the following command, replacing blazerid with your blazerID. Then hit Enter.
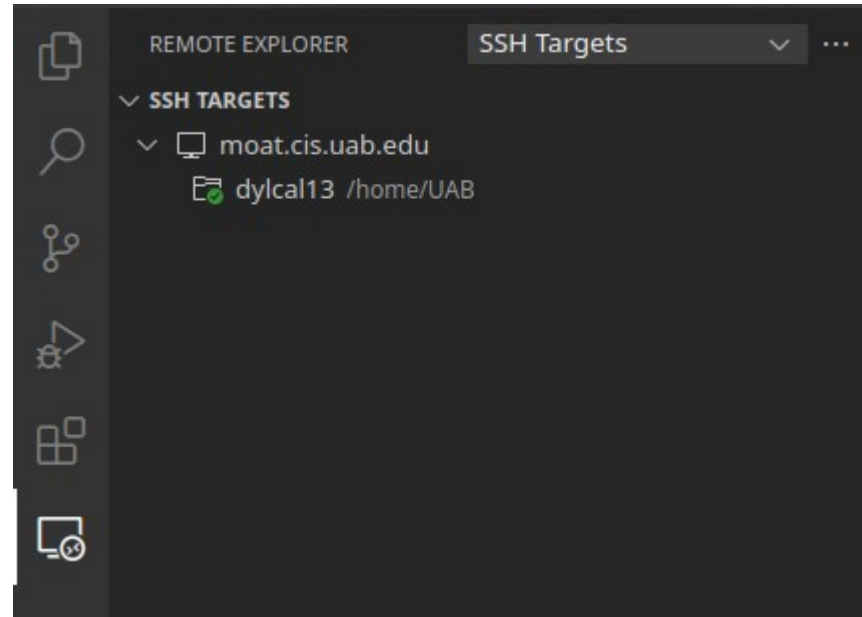
Enter SSH Connection Command

ssh blazerid@moat.cis.uab.edu|

Press 'Enter' to confirm your input or 'Escape' to cancel
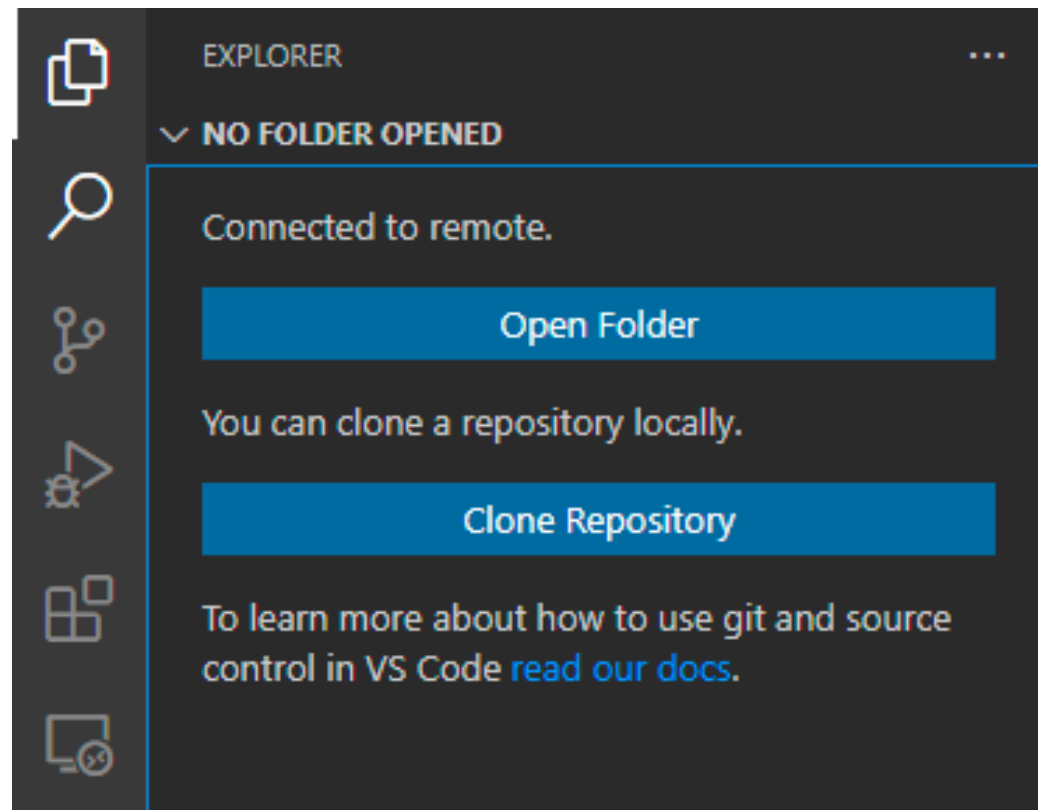
Setting Up Remote Development

VSCode will ask for your password, put in the password associated with your BlazerID.

Wait a few minutes for the first time setup to finish, then the remote host should have a green checkmark on it when you are connected.
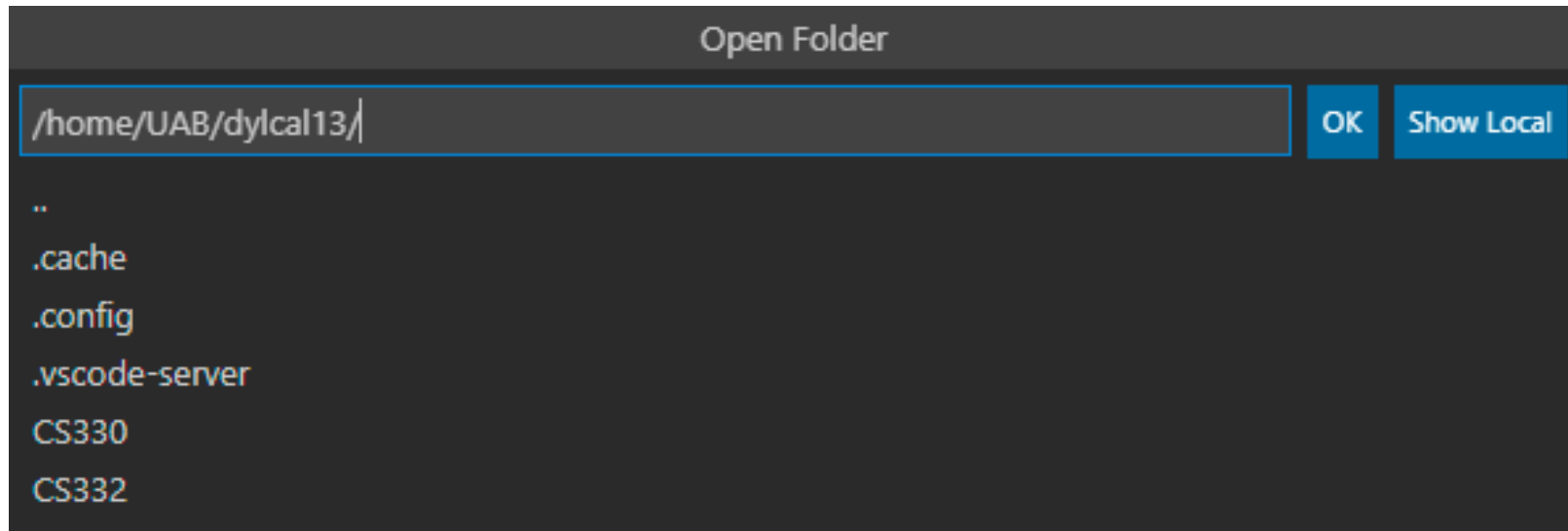
Using Remote Development

Now, if you go to the Explorer Tab it should say you are Connected to Remote.
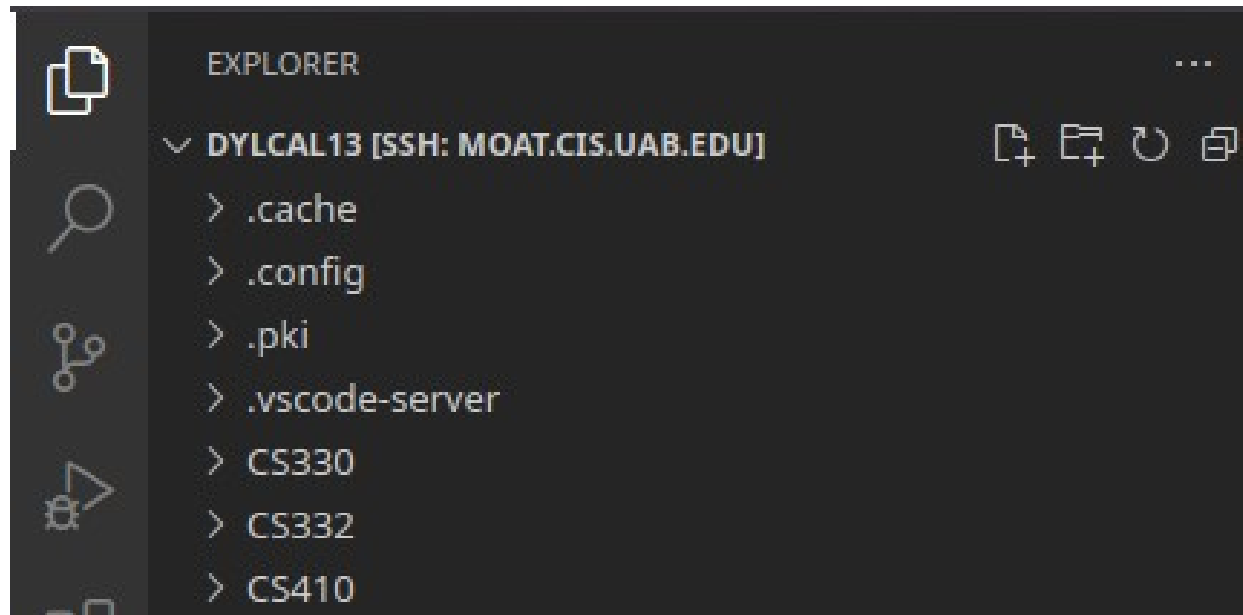
Using Remote Development

Click on Open Folder and select your home directory (This should be a folder with your BlazerID as the name). Double Check that the path in the text bar reads "/home/UAB/blazerID", where blazerID should be replaced with your blazerID.

Using Remote Development

VSCode will ask for your password again, enter it and wait for VSCode to finish connecting.

Then your Vulcan Files should be available In the Explorer Tab.

Additional Resources

- https://code.visualstudio.com/docs/remote/remote-overview

- https://code.visualstudio.com/docs/remote/ssh-tutorial

- https://code.visualstudio.com/docs/remote/troubleshooting#_installing-a-supported-ssh-client