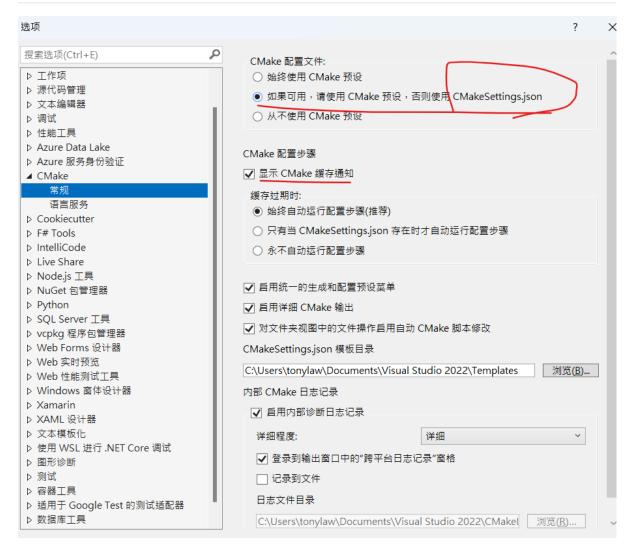
# LINUX\_GCC\_DEBUG調試

# 方案根目錄

# ./CMakeSettings.json

```
{
  "configurations": [
      "name": "x64-Debug",
      "generator": "Ninja",
      "configurationType": "Debug",
      "inheritEnvironments": [ "msvc_x64_x64" ],
      "buildRoot": "${projectDir}\\out\\build\\${name}",
      "installRoot": "${projectDir}\\out\\install\\${name}",
      "cmakeCommandArgs": "",
      "buildCommandArgs": "",
      "ctestCommandArgs": ""
    },
      "name": "Linux-GCC-Debug",
      "generator": "Ninja",
      "configurationType": "Debug",
      "cmakeExecutable": "cmake",
      "remoteCopySourcesExclusionList": [ ".vs", ".git", "out" ],
      "cmakeCommandArgs": "",
      "buildCommandArgs": "",
      "ctestCommandArgs": "",
      "inheritEnvironments": [ "linux_x64" ],
      "remoteMachineName": "${defaultRemoteMachineName}",
      "remoteCMakeListsRoot": "$HOME/.vs/${projectDirName}/${workspaceHash}/src",
      //遠程調試的輸入生成目標地址 前提是先設置遠程主機
      "remoteBuildRoot":
"$HOME/.vs/${projectDirName}/${workspaceHash}/out/build/${name}",
      "remoteInstallRoot":
"$HOME/.vs/${projectDirName}/${workspaceHash}/out/install/${name}",
      "remoteCopySources": true,
      "rsyncCommandArgs": "-t --delete",
      "remoteCopyBuildOutput": false,
      "remoteCopySourcesMethod": "rsync",
      "variables": []
    }
  ]
}
```

### 注意清理緩存



# 管理鏈接

#### 設置Linux遠程主機,root 與 password

