# Jenkins 启动伺服机的几种方式

## Launch slave agents on Unix machines via SSH

Starts a slave by sending commands over a secure SSH connection. The slave needs to be reachable from the master, and you will have to supply an account that can log in on the target machine. No root privileges are required.

通过SSH连接发送命令来启动伺服机。主机到伺服机必须网络必须可达并且需要一个目标机器账号，是主机登录到伺服机（Root权限不是必须的）。

## Launch slave agents via Java Web Start

Starts a slave by launching an agent program through [JNLP](http://en.wikipedia.org/wiki/Java_Web_Start). The launch in this case is initiated by the slave, thus slaves need not be IP reachable from the master (e.g. behind the firewall.) It is still possible to start a launch without GUI, for example as a Windows service.

通过JNLP运行一个代理程序来启动伺服机。这种情况下，由伺服机来初始化。因为并不一定要求主机到伺服机的网络可达（比如，伺服机隐藏在防火墙后）。代理程序仍然可以以非GUI方式启动，比如以windows服务方式。

## Launch slave via execution of command on the Master

Starts a slave by having Jenkins execute a command from the master. Use this when the master is capable of remotely executing a process on a slave, such as through ssh/rsh.

主机在伺服机上执行一个命令来启动伺服机。主机必须有远程执行程序的能力，比如SSH/RSH

## Let Jenkins control this Windows slave as a Windows service

Starts a Windows slave by [a remote management facility](http://en.wikipedia.org/wiki/Windows_Management_Instrumentation) built into Windows. Suitable for managing Windows slaves. Slaves need to be IP reachable from the master.

通过windows内建的远程管理设备启动windows伺服机。适当的管理windows伺服机。伺服机IP在主机必须可达。