The SonarScanner is the scanner to use when there is no specific scanner for your build system.

## **Configuring your project**

Create a configuration file in your project's root directory called sonar-project.properties

# must be unique in a given SonarQube instance

sonar.projectKey=my:project

# --- optional properties ---

# defaults to project key

#sonar.projectName=My project

# defaults to 'not provided'

#sonar.projectVersion=1.0

# Path is relative to the sonar-project.properties file. Defaults to .

#sonar.sources=.

# Encoding of the source code. Default is default system encoding

#sonar.sourceEncoding=UTF-8

## **Running SonarScanner from the zip file**

To run SonarScanner from the zip file, follow these steps:

1. Expand the downloaded file into the directory of your choice. We'll refer to it as $install\_directory in the next steps.

Update the global settings to point to your SonarQube server by editing $install\_directory/conf/sonar-scanner.properties:  
#----- Default SonarQube server

#sonar.host.url=http://localhost:9000

1. Add the $install\_directory/bin directory to your path.

Verify your installation by opening a new shell and executing the command sonar-scanner -h (sonar-scanner.bat -h on Windows). You should get output like this:  
usage: sonar-scanner [options]

Options:

-D,--define <arg> Define property

-h,--help Display help information

-v,--version Display version information

-X,--debug Produce execution debug output

1. If you need more debug information, you can add one of the following to your command line: -X, --verbose, or -Dsonar.verbose=true.
2. Run the following command from the project base directory to launch analysis and pass your [authentication token](https://docs.sonarqube.org/latest/user-guide/user-token/):  
   sonar-scanner -Dsonar.login=myAuthenticationToken