

Building on a remote computer; ↩ Building on a remote computer

- 1 Click the **Build** button to bring up the **Project Build** panel.
- 2 In the **Project Build** panel, click the **check-mark** button.
- 3 Type the host name of the computer that should perform the build in the **Host** field.
- 4 **Build the program.**

A build takes up a lot of your computer's CPU time and disk resources. You can still perform other tasks while the build is running, but these other tasks may run slower. If this happens, you may choose to build remotely on another computer on your network. This way, the CPU on your computer can be dedicated to the other tasks you are performing.

BuildPreferences.eps ↩

There's no difference in what you see when you build on another host; the **Project Build** panel still displays the status of the build and updates as the build status changes.

Note: Be sure you know what version of OPENSTEP the host is running before you use it to build your project.