



Nsight Eclipse Plugins Installation Guide

Nsight Eclipse Plugins Installation Guide

Table of Contents

Chapter 1. Introduction.....	1
1.1. Install plugins using Eclipse IDE.....	1
1.2. Uninstall plugins using Eclipse IDE.....	2
1.3. Install Using Script.....	3

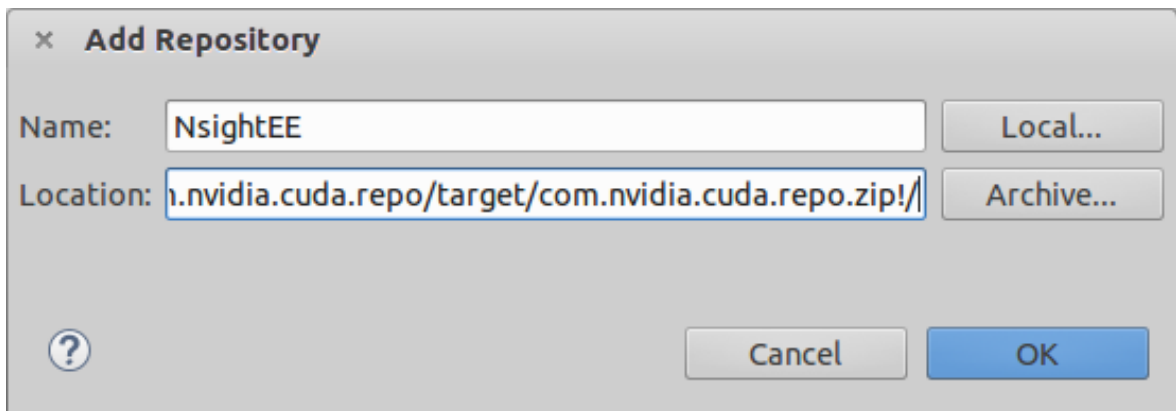
Chapter 1. Introduction

This guide provides the procedures to install the Nsight Eclipse Edition Plugins in users own eclipse environment.

Nsight Eclipse Plugins offers full-featured IDE that provides an all-in-one integrated environment to edit, build, debug and profile CUDA-C applications.

1.1. Install plugins using Eclipse IDE

1. You can install Nsight Eclipse plugins in your own Eclipse environment or download and install [Eclipse IDE for C/C++ developers](#).
2. Launch Eclipse and go to **Help > Install New Software..** menu.
3. Click on the **Add** Button
4. Enter name (ex: NsightEE) in the Name field. Choose the the zip file(`com.nvidia.cuda.repo.zip`) that contains the plugins using **Archive** button or Enter the full path of zip file. Nsight EE plugins zip file can be found in `/usr/local/cuda-11.8/nsightee_plugins` directory.



5. Click **OK** button
6. Select "Cuda Main Features" option and go to next page.

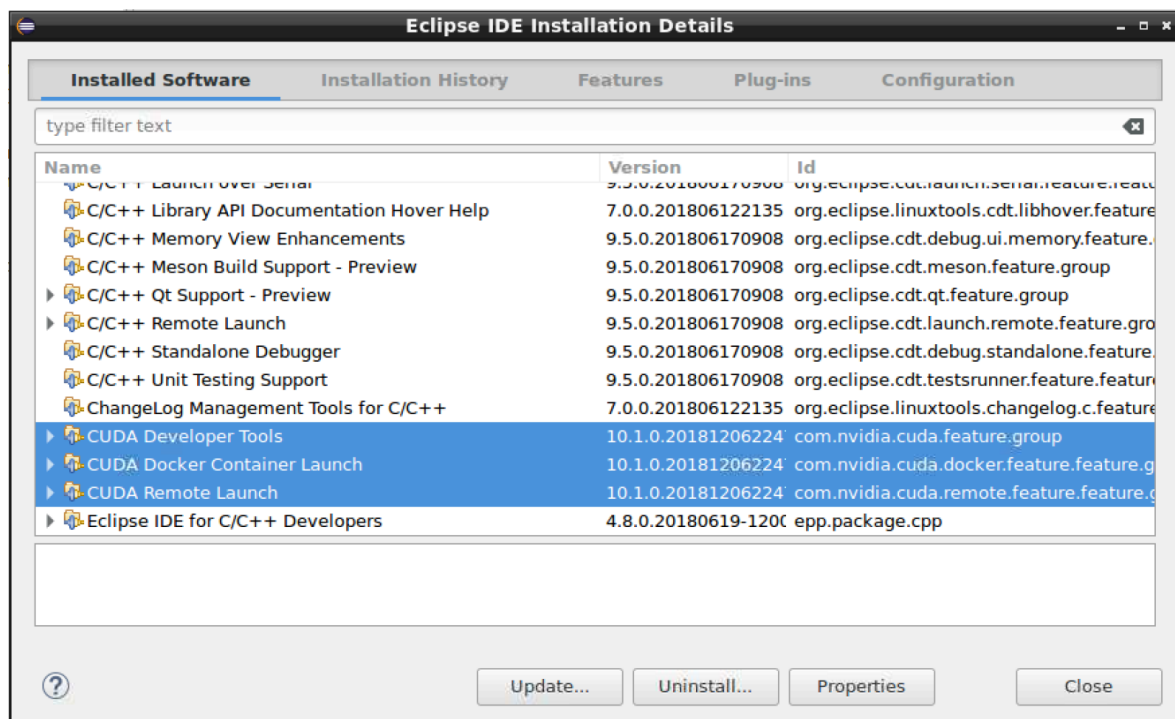
Name	Version
<input checked="" type="checkbox"/> CUDA Main Features	
<input checked="" type="checkbox"/> CUDA Developer Tools	10.1.0.2
<input checked="" type="checkbox"/> CUDA Docker Container Launch	10.1.0.2
<input checked="" type="checkbox"/> CUDA Remote Launch	10.1.0.2

- Accept the license agreement and click on Finish button to install the plugins.
- Click **OK** on the "Security Warning" dialog to ignore the warning message about unsigned content (This warning message is displayed for all the plugins that are not signed by Eclipse.org).
- Restart eclipse when prompted.

Now that Eclipse plugins installation is now complete. Go to **Help > Installation Details..** Menu to verify the "Cuda Developer Tools" and "Cuda Remote Launch" plugins are installed

1.2. Uninstall plugins using Eclipse IDE

- Launch Eclipse and go to **Help > Installation Details** menu.
- Select "Cuda Developer Tools" and "Cuda Remote Launch" options from the dialog



- Click on the **Uninstall** button.
- Click **Finish** button when asked to review and confirm.
- Restart eclipse when prompted.

Nsight Eclipse plugins will be uninstalled after restarting eclipse. Go to **Help > Installation Details..** menu to verify.

1.3. Install Using Script

To install or uninstall the Nsight Eclipse Plugins using the script, run the installation script provided in the bin directory of the toolkit. By default, it is located in `/usr/local/cuda-11.8/bin`:

The usage of the script is as follows:

```
Usage: ./nsight_ee_plugins_manage.sh <action> <eclipse_dir>
      <action> : 'install' or 'uninstall'
      <eclipse_dir> : eclipse installation directory
```

To install the Nsight Eclipse Plugins, run the following command:

```
$ /usr/local/cuda-11.8/bin/nsight_ee_plugins_manage.sh install <eclipse_dir>
```

To uninstall the Nsight Eclipse Plugins, run the following command:

```
$ /usr/local/cuda-11.8/bin/nsight_ee_plugins_manage.sh uninstall <eclipse_dir>
```

Notice

This document is provided for information purposes only and shall not be regarded as a warranty of a certain functionality, condition, or quality of a product. NVIDIA Corporation ("NVIDIA") makes no representations or warranties, expressed or implied, as to the accuracy or completeness of the information contained in this document and assumes no responsibility for any errors contained herein. NVIDIA shall have no liability for the consequences or use of such information or for any infringement of patents or other rights of third parties that may result from its use. This document is not a commitment to develop, release, or deliver any Material (defined below), code, or functionality.

NVIDIA reserves the right to make corrections, modifications, enhancements, improvements, and any other changes to this document, at any time without notice.

Customer should obtain the latest relevant information before placing orders and should verify that such information is current and complete.

NVIDIA products are sold subject to the NVIDIA standard terms and conditions of sale supplied at the time of order acknowledgement, unless otherwise agreed in an individual sales agreement signed by authorized representatives of NVIDIA and customer ("Terms of Sale"). NVIDIA hereby expressly objects to applying any customer general terms and conditions with regards to the purchase of the NVIDIA product referenced in this document. No contractual obligations are formed either directly or indirectly by this document.

OpenCL

OpenCL is a trademark of Apple Inc. used under license to the Khronos Group Inc.

Trademarks

NVIDIA and the NVIDIA logo are trademarks or registered trademarks of NVIDIA Corporation in the U.S. and other countries. Other company and product names may be trademarks of the respective companies with which they are associated.

Copyright

© 2017-2022 NVIDIA Corporation & affiliates. All rights reserved.