GenerateAndLoadEnvironment

Command Reference

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1. Description

generate and load an environment

This command (experimental as of 3.4.11) generates and loads an object model from an environment definition document.

2. Usage

```
ctl -t ProjectBuilder -o <objectname> -c
GenerateAndLoadEnvironment [-basedir <>] [-environmentfile
<${entity.attribute.basedir}/${entity.name}.xml>] [-filename
<${entity.attribute.targetdir}/${entity.name}/objects.xml>]
[-targetdir <>]
```

2.1. Workflow

1. generate-environment
2. load-objects

2.2. Options

Option	Description	Type	Default
basedir	*base directory*	string	${entity.attribute.basedir}
environmentfile	*environment definition document file name*	string	${entity.attribute.basedir}/${
filename	*environment definition document file name*	string	${entity.attribute.targetdir}/
targetdir	*dir containing build*	string	${entity.attribute.targetdir}