generate-environment

Command Reference

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1. Description

Generate a set of objects within the context of a project's type model.

This command (experimental as of 3.4.11) aims to formalize the idea of using "environment definition document" that represents environment specific configuration elements and topology data to drive the generation of project/object XML. The environment definition is an XML document whose structure is determined by the project's type model.

2. Usage

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

2.1. Options

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