

# runBuildScript

## Command Reference

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## 1. Description

*runs the build script*

## 2. Usage

```
ctl -t BitTorrentBuilder -o <objectname> -c runBuildScript
[-basedir <>] [-buildfile <>] [-buildstamp <>] [-filebase <>]
[-piecelength <>] [-port <>] [-target <>] [-targetdir <>]
[-url <>]
```

Execution	bash
Arguments	mkdir -p \${opts.targetdir}; createtorrent -a \${opts.url} -p \${opts.port} -l \${opts.piecelength} --comment \${opts.basedir} \${opts.targetdir}/\${opts.filebase}.torrent

### 2.1. Options

Option	Description	Type	Default
basedir	<i>directory where build resources reside</i>	string	
buildfile	<i>build file to execute</i>	string	
buildstamp	<i>build identifier</i>	string	
filebase	<i>torrent file name</i>	string	<code>\${entity.attribute.packageFile}</code>
piecelength	<i>piece length to use for the tracker file</i>	string	<code>\${entity.attribute.pieceLength}</code>
port	<i>tracker port to include in the torrent file</i>	string	<code>\${entity.attribute.trackerPort}</code>
target	<i>build target to evaluate</i>	string	
targetdir	<i>directory build artifacts will be written</i>	string	
url	<i>tracker url to include in the torrent file</i>	string	<code>\${entity.attribute.trackerUrl}</code>