

runBuildScript

Command Reference

Table of contents

1 Description.....	2
2 Usage.....	2

1. Description

runs the build script

Makes sure the build file exists and then runs Ant using the custom ANT_HOME and JAVA_HOME.

2. Usage

```
ctl -t AntBuilder -o <objectname> -c runBuildScript [-antArgs
<>] [-anthome <>] [-antOpts <>] [-basedir <>] [-buildfile <>]
[-buildstamp <>] [-javahome <>] -packageBuildtimePattern
[-path <>] [-target <>] [-targetdir <>]
```

2.1. Options

Option	Description	Type	Default
antArgs	<i>ANT_ARGS setting</i>	string	<code>\${entity.attribute.antArgs}</code>
anthome	<i>Ant installation to use for build</i>	string	<code>\${entity.attribute.buildAntHome}</code>
antOpts	<i>ANT_OPTS setting</i>	string	<code>\${entity.attribute.antOpts}</code>
basedir	<i>directory where build resources reside</i>	string	<code>\${entity.attribute.basedir}</code>
buildfile	<i>build file to execute</i>	string	<code>\${entity.attribute.buildFile}</code>
buildstamp	<i>build identifier</i>	string	<code>\${entity.attribute.buildstamp}</code>
javahome	<i>Java installation to use for build</i>	string	<code>\${entity.attribute.javaHome}</code>
packageBuildtimePa	<i>Build Time date format</i>		<code>\${entity.attribute.packageBuildTimePattern}</code>
path	<i>System path to use for build</i>	string	<code>\${entity.attribute.buildPath}</code>
target	<i>build target to evaluate</i>	string	<code>\${entity.attribute.buildTarget}</code>
targetdir	<i>directory build artifacts will be written</i>	string	<code>\${entity.attribute.targetdir}</code>