

generate-objects

Command Reference

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1. Description

Generate an initial set of object data files from the type templates.

Reads type definitions and generates an initial set of object data files suitable to load in the server with [load-objects](#).

Example: Bootstrap files containing deployment and setting object info

```
ctl -p project -t ProjectBuilder -o object -c generate-objects
```

Files will be written to directory: \${opts.basedir}/objects

2. Usage

```
ctl -t ProjectBuilder -o <objectname> -c generate-objects
[-basedir <>] [-basetype <all>] [-defaults <>] [-delimiter
<:>] [-format <projectxml>] [-name <default>] [-overwrite]
[-targetdir <>] [-templateDir <>] [-type <>] [-upload]
```

2.1. Options

Option	Description	Type	Default
basedir	<i>dir containing modules</i>	string	#{entity.attribute.basedir}
basetype	<p><i>specifies the basetype of object dataOnly relevant for the tabular format.</i></p> <div style="border: 1px solid #0070C0; padding: 5px; background-color: #E0F2FD;"> Note: At this time, the tabular format supports two base types: Deployment and Setting. Each type element in the type.xml must specify an <i>order</i> attribute (e.g., <type order="Deployment" ...>) for the generate-objects command to understand how to format the tabular layout. </div>	string	all

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defaults	<i>file containing defaults data</i>	string	/ \${entity.attribute.defaults}
delimiter	<i>field delimiter. Only relevant if format is tabular. Defaults to ":" (colon)</i>	string	:
format	<i>data format. tabular or projectxml.</i>	string	projectxml
name	<i>name to give objects</i>	string	default
overwrite	<i>overwrite existing files</i>	boolean	
targetdir	<i>dir containing build</i>	string	\${entity.attribute.targetdir}
templateDir	<i>file containing defaults data</i>	string	/ \${entity.attribute.templateDir}
type	<i>type name</i> Only relevant for the tabular format. If type not specified, the object data for all types in basedir will be generated	string	
upload	<i>load objects after they are generated</i>	boolean	