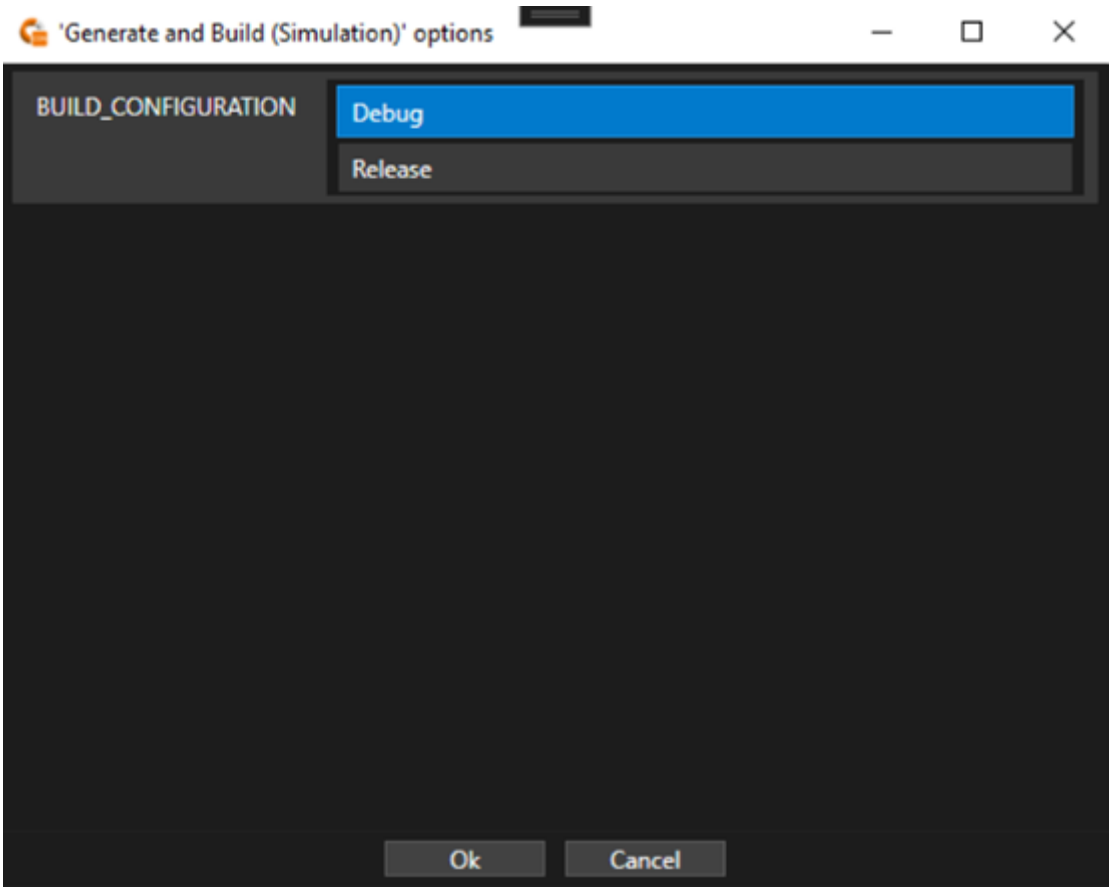
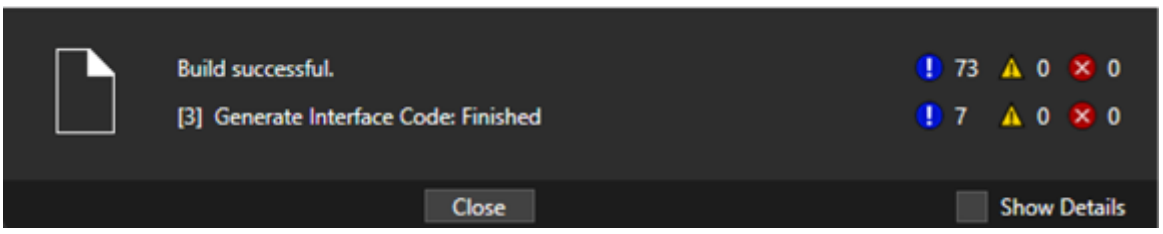
Builds

When a build is started the Build-Window will be shown and the build will be automatically started.

If the build contains some Option-Values an additional dialog will be displayed before the actual Build-Window, which allows the user to configure the build. Depending on the option, the user can either select from a set of predefined values or needs to enter a custom value.



A build is commonly separated into multiple steps each corresponding to a separate script file that is executed from the specified build-script folder.



The top row shows the current build state. It indicates the progress or if the build has finished/failed. On the right side the combined information about all build steps is shown. It displays the total amount of info, warning and error messages from the output. The second row provides information about the current executed step.

When enabling the details, by checking the option in the bottom right, the output of the build scripts can be seen, grouped by the step. This output is also saved into a log-file into the specified build folder.

Build Settings

When a build is started, the builds specific options defined in the related Build Project are set (See Build Projects for more information). Further the following settings are applied by the Connector.

Root-Paths:

Argument	Description
CONNECTOR_ROOT	Path to the Connector binary
PROJECT_ROOT	Path to the Connector project file
CGI_ROOT	Path to the CGI packages

Variables:

Argument	Description
CONNECTOR_EXECUTABLE_PATH	Path to the Connector binary
CONNECTOR_PROJECT_FILE	Connector project file
CONNECTOR_PROJECT_PATH	Path to the Connector project file
CONNECTOR_PROJECT_NAME	Connector project Name
CONNECTOR_PROJECT_DESCRIPTION	Connector project Description
CONNECTOR_PROJECT_ICON_FILE	Connector project icon file
CONNECTOR_INTERFACE_DEFINITION_FILE	Interface definition file
CONNECTOR_COMPLEXTYPE_DEFINITION_FILE	Complex-Type definition file
CONNECTOR_NATIVEFUNCTION_DEFINITION_FILE	Native-Function definition file
CONNECTOR_ENABLE_GENERIC_TOOL	Indicates if ‘Generic Tool’ is enabled
CONNECTOR_ENABLE_MATLAB_TOOL	Indicates if ‘MATLAB Tool’ is enabled
CONNECTOR_CGISTUDIO_ROOT_PATH	Path to CGI Studio root folder
CONNECTOR_CGISTUDIO_PLATFORM	CGI Studio Platform (e.g. Android, RCar,..)

CONNECTOR_CGISTUDIO_PLATFORM_CONFIG	CGI Studio Platform Configuration (x86/x64)
CONNECTOR_SCENECOMPOSER_EXECUTABLE_FILE	Scene-Composer executable file
CONNECTOR_SCENECOMPOSER_EXECUTABLE_PATH	Scene-Composer executable path
CONNECTOR_SCENECOMPOSER_SOLUTION_FILE	Scene-Composer solution file
CONNECTOR_COURIER_XCDL_DEFINITION_FILE	XCDL root definition file
CONNECTOR_COURIER_XCDL_INCLUDE_PATHS	XCDL include paths (separated by ';')
CONNECTOR_COURIER_XCDL_RESOLVED_INCLUDE_PATHS	Resolved XCDL include paths using available root paths
CONNECTOR_CODE_GENERATION_COMPILER	Compiler used for code generation/build
CONNECTOR_CODE_GENERATION_ARCHITECTURE	Architecture used for code generation/build
CONNECTOR_CODE_GENERATION_BUILD_PROJECT_FILE	Default Build-Project file
CONNECTOR_MATLAB_ENABLE_LEGACY_OPTIONS	Indicates if MATLAB legacy options are enabled
CONNECTOR_MATLAB_BUILD_PROJECT_FILE	MATLAB Build-Project file
CONNECTOR_EDIT_COMPLEX_TYPES_SCRIPT_FILE	Script for 'Edit Complex-Type definition'
CONNECTOR_EDIT_NATIVE_FUNTIONS_SCRIPT_FILE	Script for 'Edit Native-Function definition'
CONNECTOR_EDIT_SC_SOLUTION_SCRIPT_FILE	Script for 'Edit Scene Composer solution'
CONNECTOR_EDIT_XCDL_SCRIPT_FILE	Script for 'Edit Courier Definition'
CONNECTOR_EDIT_BUILD_PROJECT_SCRIPT_FILE	Script for 'Edit Build-Project'
CONNECTOR_SHOW_CONSOLE_WINDOW	Indicates if console window is shown when running scripts.
CONNECTOR_SHOW_CODE_SCRIPT_FILE	Script for triggering editor from Build details

The same environment variables are also set when any other script is executed (such as 'Edit Scene-Composer solution')

Close on Success

If a build contains the CONNECTOR_BUILD_CLOSE_ON_SUCCESS variable and sets a value of '1' then the Build-Window will be automatically closed when the build is finished successfully.

This can feature is very useful if Builds are used to just perform simple tasks or open other programs.

> Note that some programs do ‘block’ the command script execution until closed even when started using the START command. To workaround this problem the provided ‘ProcRun’ tool found in ‘cgi_studio_connector\BuildScripts\Common\ProcRun‘ can be used. The syntax to use it is:
> ProcRun <Executable> [“<Arguments>”]

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