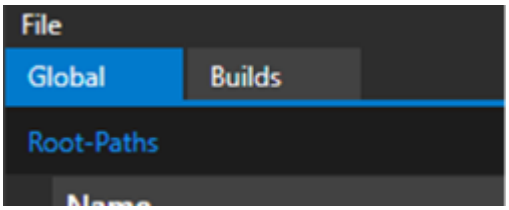
Editor

An editor for the Build-Projects definition can be found here:
“cgi_studio_connector/bin/BuildProjectEditor.exe”

If called with a file as first argument the editor will try to open the specified file.

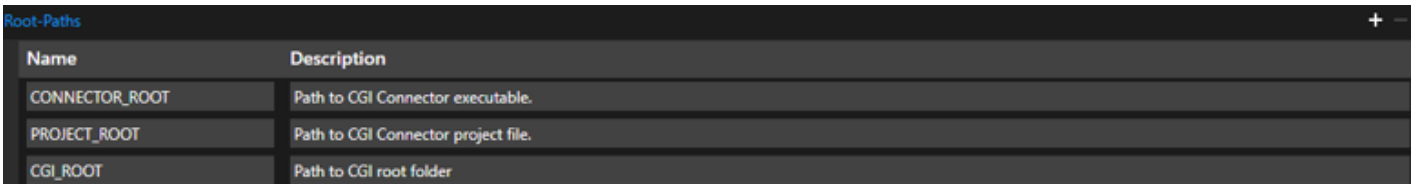
Global



On this tab, global settings can be configured.

Root-Paths
Root-Paths allow the user to make path/file variables relative to a specified path. When a build is started these Root-paths must be set by the user beforehand.

They can be added and removed via the respective buttons on the right of the group.



Properties:

Property Name	Description
Name	Name of the Root-Path
Description	Description of the Root-Path.

Variables

Here, global variables can be set which apply to every build. However, each build can override the value of a variable simply by respecifying it directly in the build.

They can be added and removed via the respective buttons on the right of the group.



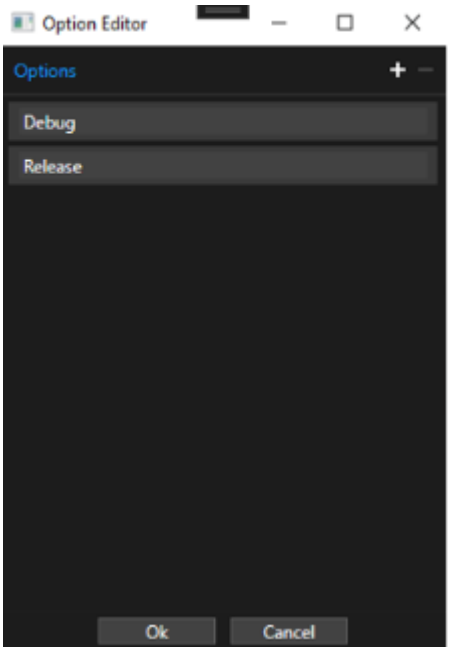
Propertise:

Property Name	Description
Name	Name of the Variable. This is the same name that is to be used in the scripts.
Description	Description of the Variable.
Type	Type of the Variable. The following options are available: - Value: Simple value type - Option: Value that must be set at run time. - Path: A path (folder) - File: Full file path
Root-Path	If the variable type is Path or File, this is used to reference a specified Root-Path. Doing so will treat the path as a relative path.
Value	Value of the variable. In case of 'Option' type values, the valid choices can be restricted by defining multiple values separated with a semicolon.

If the type is set to 'Option' the 'Option Editor' can be opened by clicking on the '...' button next to the Value field.



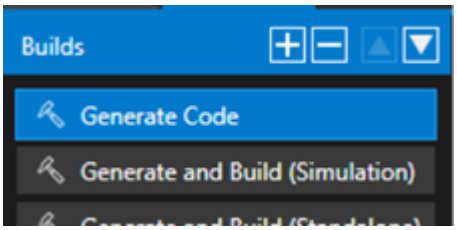
In the Option Editor window individual options can be easily added and removed using the 'plus' and 'minus' buttons on the right side.



Builds

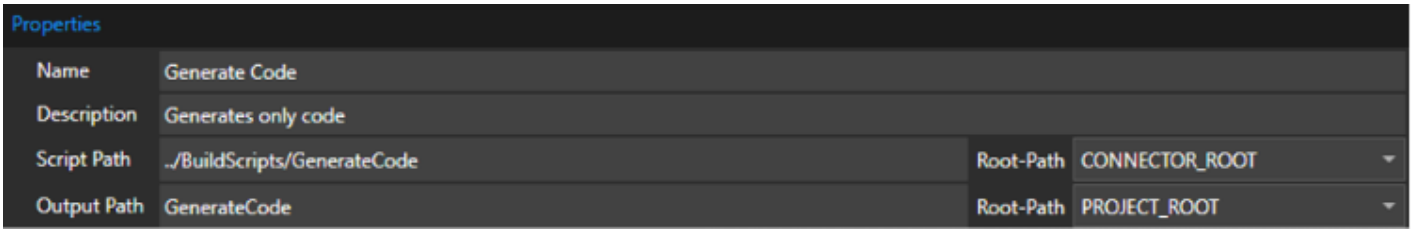
On this tab, individual builds can be configured.

On the left side, Native-Functions can be added/removed and reordered using the respective buttons.



Properties

Builds contain several general properties.



Property Name	Description
Name	Name of the build.
Description	Description of the build.
Script Path	Path to the script file which should be executed for this build. All scripts (.bat/.cmd) inside the specified folder are executed in alphabetical order so it is recommended to begin the filename with the number of the execution step.

Root-Path (Script Path)	Root-Path of the Script Path.
Output Path	Main output path for this build. Even if the build doesn't produce any artifacts or generates output in other directories, at least the log file will be saved here.
Root-Path (Output Path)	Root-Path of the Output Path.

Variables

Variables for this build can be set here.

They can be added and removed via the respective buttons on the right of the group.



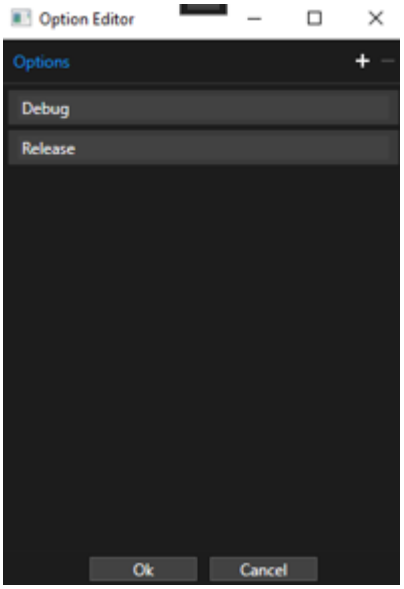
Properties:

Property Name	Description
Name	Name of the Variable. This is the same name that is to be used in the scripts.
Description	Description of the Variable.
Type	Type of the Variable. The following options are available: - Value: Simple value type - Option: Value that must be set at run time. - Path: A path (folder) - File: Full file path
Root-Path	If the variable type is Path or File, this is used to reference a specified Root-Path. Doing so will treat the path as a relative path.
Value	Value of the variable. In case of 'Option' type values, the valid choices can be restricted by defining multiple values separated with a semicolon.

If the type is set to 'Option' the 'Option Editor' can be opened by clicking on the '...' button next to the Value field.



In the Option Editor window individual options can be easily added and removed using the ‘plus’ and ‘minus’ buttons on the right side.



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