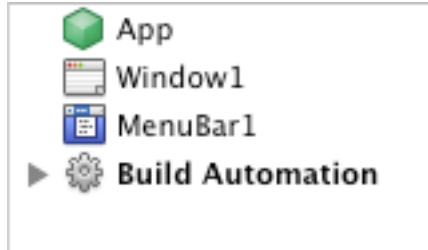


Build Automation

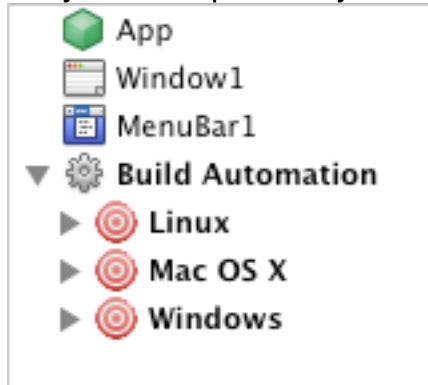
In 2009r4 there is a new IDE feature called Build Automation. This was previously accessible to Studio users in a limited for as Pre and Post Build Scripts.

Every project when it is created or opened in 2009r4 will have a new item added in the IDE.

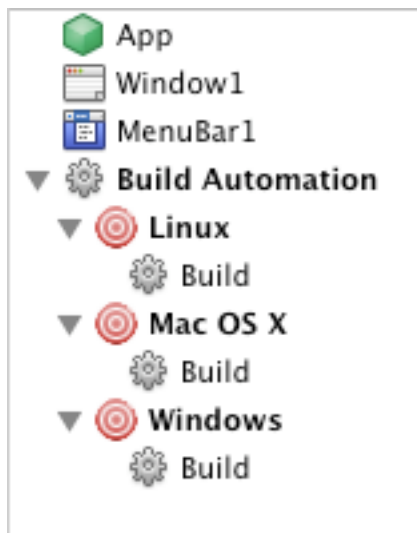
This is the "Build Automation" item shown below



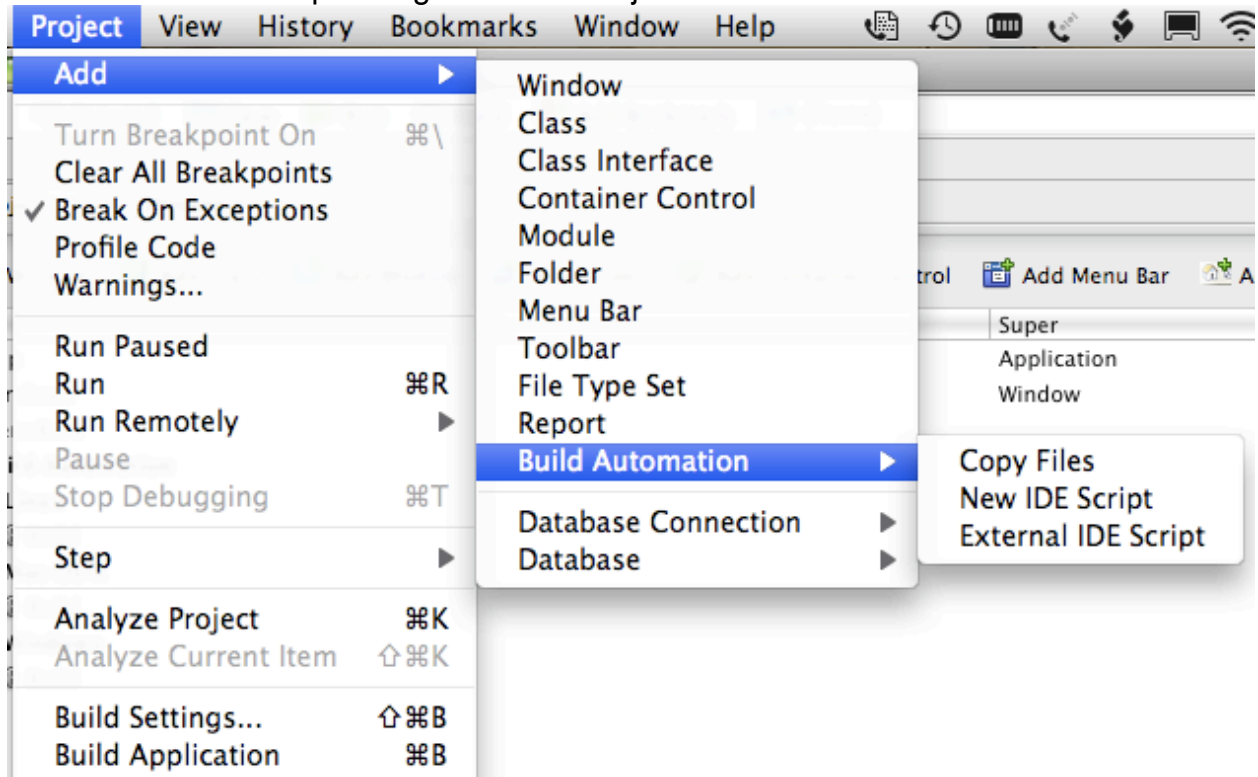
When you click the disclosure triangle next to the Build Automation item there is an entry for each platform you can build for (Linux, Windows and OS X)



Clicking the disclosure triangle for each target will reveal a single pre-existing step - the Build project step. This step cannot be added, removed or renamed. It's fixed as it marks the point in the list of build steps where the compilation of the application will occur. It also serves as the marker that determines what steps happen before the application is compiled and what steps happen after the application is compiled.



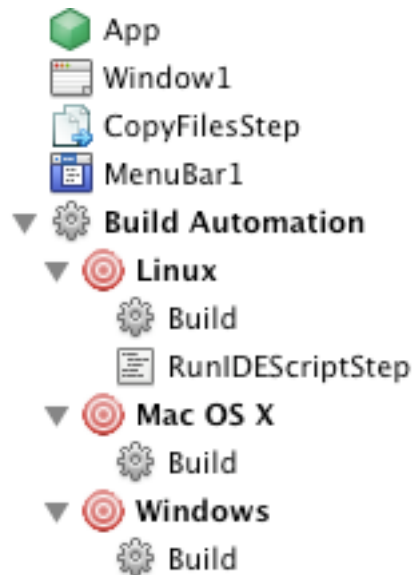
You can add build steps using either the Project > Add menu or the contextual menu



Steps that are listed under a target are enabled and will be executed when building that target.

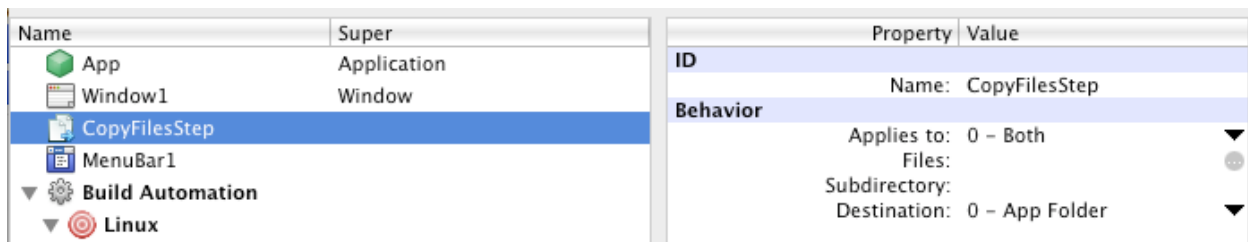
Steps that are not part of a target listing are disabled and will not be executed as part of a build for any target.

In the example below the "CopyFilesStep" is disabled and the "RunIDEScriptStep" is enabled as part of the Linux build.



What's a CopyFilesStep ?

The CopyFilesStep does exactly that - it copies a list of files to a selected destination. Since REALbasic is a cross platform development tool the destinations are specified in as cross platform compatible way as possible.



The values for the Destination property can be

	OS X	Windows	Linux
0 - App Folder	next to executable in Bundle > Contents >		
MacOS next to EXE	next to EXE		
1 - Resources	in Bundle > Contents >		
Resources	dir containing EXE > Resources	dir containing EXE >	
Resources			
2 - Frameworks	in Bundle > Contents >		
Frameworks	dir containing EXE > appName Libs	next to EXE	
3 - Bundle Folder	directory containing the		
Bundle	dir containing EXE	dir containing EXE	

The subdirectory can also be entered as a string and this directory will be created and files copied into it - note it will not create an entire relative directory path at the moment.

What's a New IDE Script Step ?

The New IDE Script Step is an IDE script that is created inline.

It is not stored externally to your project like other IDE Scripts.

If you send a project containing this kind of scripts to someone else the scripts will be included as part of the project.

What's an External IDE Script Step ?

The External IDE Script Step is an IDE script that is stored externally to your project (perhaps a pre-existing postbuild script)

They are not stored as part of the project - they are just a reference to the external file.

If you send a project containing these kinds of scripts to someone else the scripts will NOT be included as part of the project. They are external files and would have to be sent in addition to the project.