Validation

Validation is an optional step that checks that all actions in the project appear to have been set up properly. The validation tab then appears, displaying any validation errors in the current project or the action just edited.

Validation can be triggered in the following ways:

- When a build starts (see Tools->Options->General Options->Variables and Validation.)
 After an action has been edited with the property dialog.

- Manually (Project->Validate Project menu.)
 When FBCMD is started with the /C option set.

Validation Messages 🕂 🗸 🗸 🖓
Validation Errors
■·· New Project 3
🖮 📥 Default
📮 👾 ILMerge
A ILMerge Options : The Location of the ILMerge executable has not been set
A Primary Assembly : A primary assembly must be provided
Other Assemblies : Atleast one other assembly must be provided
🛄 🛕 Output Assembly : An output assembly must be provided
🛓 🛒 Check If Host Exists []
🛄 🛕 Host : You need to specify a host to search for.
Quick Help Validation Messages Build Log Build History Script Editor Watches

Clicking on a validation error opens the corresponding action in your project for editing.

Validation does not prevent the project from being saved, but will prevent the project from being run. You can turn off pre-run validation in the Validation Options page.