Script Options

To edit the FinalBuilder Scripting Debug Options, go to Tools menu -> Options -> Scripting and then choose the Script Debugging tab.

FinalBuilder Options - Script Options				×
Search:		🖹 🐔 📊	Scripting	
Categories	FinalBuilder	_	Enable Script Debugging	
Categories FinalBuilder Set Tools Archivers Build Tools Chocolatey Compilers Help Compilers Install Builders Internet Licensing Localization Tools Other Source Code Tools SQL Tools SQL Tools Testing Tools Version Control Systems Windows OS	FinalBuilder Market Design Time IDE Op Runtime IDE Option USE A.NET Framework Ve IDE Source Control Logging Script Editor Script Options Validation Validation Validation Welcome Page	ns sersion	Enable Script Debugging VBScript Require variables to always be defined before use ("option explicit") Python Library Directory (Changes to this path will not take effect until after the program is restarted.)	
			OK Cancel Heb	

Scripting

Enable Script Debugging

Active scripting based languages can be debugged using the Active Script Debugger, provided the language vendor supports debugging. To enable debugging you will need the Active Script Debugger installed, or Visual Studio.NET (which overrides the script debugger). If this option is turned off, then a dialog will appear containing the error if an error occurs when executing script code.

VBScript

Require variables to always be defined before use

Turning on "Option Explicit" forces all variables that are used in your VBScript code to be declared before they are used (eg. dim MyValue)

Python Library Directory

Change the default location of the loaded python library. Setting this requires a restart of the FinalBuilder IDE.