


Action Group Action

The Action Group action type has no specific functionality, but is extremely useful for structuring your project.

Description	Enabled	Ignore Failure	Status
Get F64Pproduction source code from surro...	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Set up build environment	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Generate image base	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Compile Program	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Copy BPLs	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Main Build	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Build Project Group	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Generate COM Interop Assembly	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Build Action Studio	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Build Console	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Build Plugin Architecture	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Build Examples	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Build Help Files	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Run Unit Tests	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Create Installer	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Default			

There are a couple of ways to add child actions to an Action Group (or any other action for that matter):


1. Add an action from Action Types by using drag and drop - drop the action on top the action you want to be the parent
2. Select an action and indent it under the parent action by using either Ctrl-Right Arrow, or by using the menu (Actions | Indent) or toolbar buttons

 The Action Group's BeforeAction, AfterAction, and OnStatusMessage [Async Action Group](#), which runs its child actions in parallel.

Any action can be used as a parent action for other actions - you don't have to use Action Group

Local Variables

Action Groups allow you to declare Local variables are only available to child actions of the groups. Since action groups can be nested, you can also override variables in child groups, and actions in child groups can also reference actions in the parent groups. Local variables are also very useful when [running actions in parallel](#).

 Unknown Attachment

See also

[Action Lists](#) | [Include FinalBuilder Project Action](#)