

Common Action Properties

All FinalBuilder actions have two default property pages - General and Runtime.

On this page:

General Property Page

This property page contains general settings, such as the Action Description, Quick Help, and Comment.

Action Group

General Runtime Variables

Action Description

Action Group

☐ Lock Action Properties Action Text Color: Default

Comment

Quick Help

Quick Help for Action Group

The Action Group action enables you to add hierarchical structure to your project.

The Action Group action is executed, including it's BeforeAction, AfterAction, and OnStatusMessage script events. It's main purpose is to allow you to create a hierarchical struture with an action which in itself doesn't do anything. Note that **any action** can be used as a

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OK Cancel Help

Action Description

Give the action a meaningful but short description. This will be displayed in the IDE and in the build log. Some actions will automatically update their default name with some contextual information (ie. Run Target will append the name of the Target to run.)

Clearing an action's description will reset it to the default (automatic) description.

Lock Action Properties

Text Color

The color given to the text of the action. Changing the color of the text can help you make a particular action stand out.

Comment

A place to store project remarks for yourself or your team members about the action. If the action has a comment, then an indicator icon will appear in the Target against the action.

Quick Help

If the action has a quick help file, then the quick help is displayed in this area. You should refer to the help file for more detailed help for the action.

Runtime Property Page

This property page contains settings which take effect when the action is executing.

Many of the properties on this page are edited by clicking the Edit buttons (marked ...) on the left-hand side of the page.

The screenshot shows the 'Execute Program' dialog box with the 'Runtime' tab selected. The dialog has three tabs: 'General', 'Runtime', and 'Program'. The 'Runtime' tab contains several sections with expandable/collapsible icons (plus/minus) on the left and a save icon on the right. The sections are: 'General Runtime Options' with checkboxes for 'Action Enabled' (checked) and 'Ignore Failure' (unchecked); 'Timing Properties' with an ellipsis button and text 'Timeout: None; Pause After Run: None; Retry Attempts: None'; 'Logging Properties' with an ellipsis button and text 'Default Action Log Output'; 'Monitor Action Output' with an ellipsis button; 'Execution Properties' with ellipsis buttons for 'Run Action As User: GuyWhoRuns' and 'Processor affinity: Default; Process priority: Normal'; and 'Execute Condition' with a text box and a 'Script Language' dropdown set to 'VBScript'. Below the text box, it says 'Condition must return a boolean value (True or False)' and 'Condition syntax defined by script language'. At the bottom are 'OK', 'Cancel', and 'Help' buttons.

General Runtime Options

Action enabled

Disable an action to have it ignored when the project is running. Disabled actions are shown grayed out in italics.

Ignore failure

Even if this action fails, the run will continue. Some actions (such as [Try/Catch blocks](#).

Timing Properties

[Timing properties](#) let you set an action timeout length, pause after run length, and retry attempts. Click on the ellipsis (...) button to edit these settings.

Logging Properties

[Logging Properties](#) allow you to suppress log output, hide an action from the log, log to a variable, or record action properties in the log. Click on the ellipsis (...) button to edit these settings.

Monitor Action Output

[Action Output Monitors](#) perform monitoring on this action's output. Click on the ellipsis (...) button to edit action monitors.

Execution Properties

This section allows you to edit the user that the action runs as, and also the processor affinity and priority for the action. Click on the relative ellipsis (...) button to edit these options.

These options are only available for actions which run external executables, and only when using FinalBuilder Professional Edition.

See the property pages for [Setting Processor Affinity and Priority](#), for more information.

Execute Condition

Actions can be set to only execute if a certain condition holds. Enter the condition as a boolean expression in either VBScript, JavaScript or PowerShell. See [Execute Condition](#) for more details.