

Target Parameters

Target Parameters allow you to make an Target behave as a function of specific values when you call it.

The scope of an Target parameter is confined to the actions within the Target. Target Parameters can be modified from script in the same manner as FinalBuilder variables.

Target Parameters can be accessed anywhere that FinalBuilder [variables can be used](#). Target Parameters take precedence over variables in higher namespaces of the same name. The syntax to access an Target Parameter outside of script is the same as for a variable, ie %ParameterName%.

Target Parameters are available on any Target except Default.

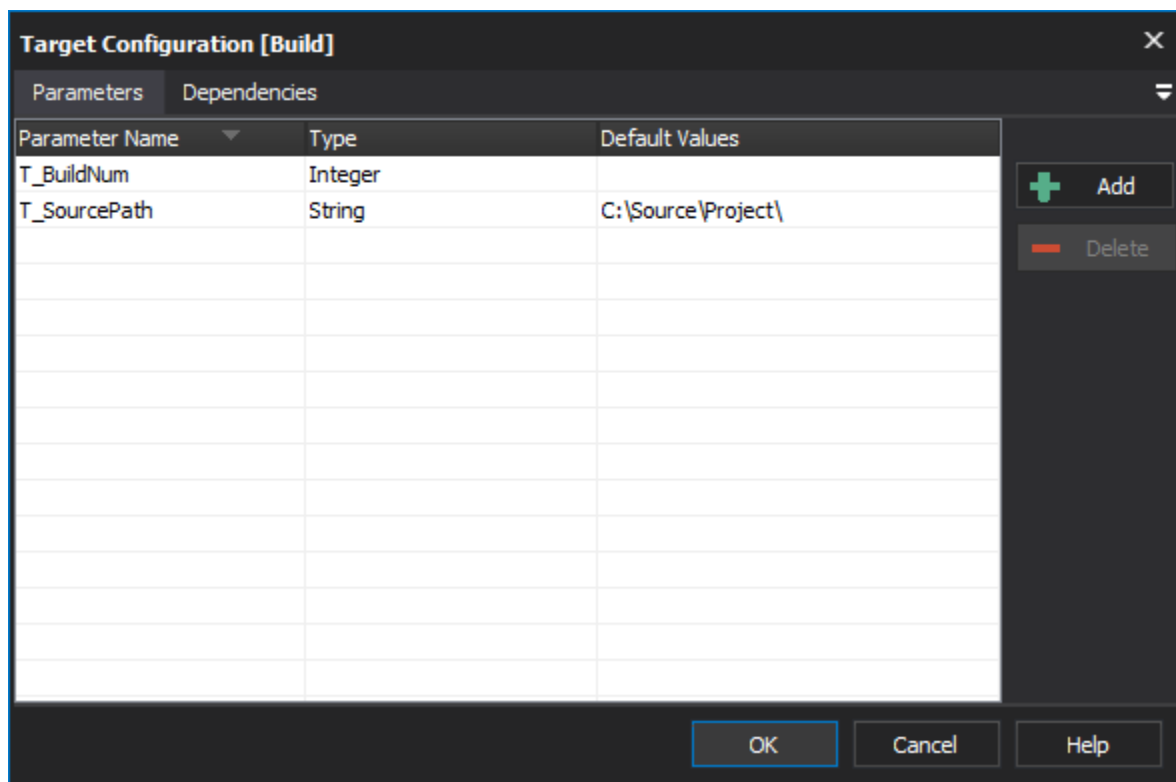
To view or modify Target Parameters you can either:

- Right-click on the Target tab and select "Target Configuration..."

or

- Select the "Target Parameters..." menu item from the Project menu.

In the following example, the variables %T_SOURCEPATH% and %T_BUILDNUM% are available to any actions in the Target with these parameters.



The screenshot shows the 'Target Configuration [Build]' dialog box with the 'Parameters' tab selected. The dialog has a table with three columns: 'Parameter Name', 'Type', and 'Default Values'. There are two rows of parameters: 'T_BuildNum' with type 'Integer' and 'T_SourcePath' with type 'String' and default value 'C:\Source\Project\'. To the right of the table are 'Add' and 'Delete' buttons. At the bottom are 'OK', 'Cancel', and 'Help' buttons.

Parameter Name	Type	Default Values
T_BuildNum	Integer	
T_SourcePath	String	C:\Source\Project\

To run an Target, use a "Run Target" action (available in the "Flow Control" action types category). The Run Target action's property page allows you to specify the value of each Target parameter:

[illegible]