



BASIC PARAMETERS

• Common

platform	Target platform, it expects a specific workspace structure.Options are “win32” for Desktop IDE, “Darwin” for Mac OSX and “c9” for Cloud9.	
sfp	Project sfp file path	
config_file	'config.json' file for c9 --> like as sfp	
projectRoot	Project_data folder path for “win32” or workspace folder path for “c9”.	
task	android-full-publish or ios-full-publish	

• Android

inputApk	Player apk file path	
inputApkx86	Player-x86 apk file path	

Example

```
"node index --platform=win32 --task=\"android-full-publish\"
--sfp=\"test-files/input/SampleProject/NewProject2.sfp\"
--projectRoot=\"test-files/input/SampleProject/NewProject2_data\"
--inputApk=\"bin/SmartfacePlayer_4_3.apk\""
```

• iOS

inputZip	Player zip file path	
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Example










```
"node index --platform=win32 --task=\"ios-full-publish\"
--sfp=\"test-files/input/SampleProject/NewProject2.sfp\"
--projectRoot=\"test-files/input/SampleProject/NewProject2_data\"
--inputZip=\"bin/iOS_Player.zip\""
```

DEFAULT PARAMETERS

■ Common

licenseFile	test-files/input/data2.sfd	
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■ Android

java	Java executable to be used. If not specified, it can find it on Mac OSX, if Java is v1.7 on Linux, but not in other cases.	
apkTool	bin/apktool.jar	
signer	bin/SignApk.jar	
outputApk	test-files/output/android/Smartface Demo.apk	
keystoreFile	test-files/input/smfdefault.keystore	
keystorePass	smartface	
aliasName	smartface	
keyPass	smartface	
profile	arm:Default	

■ iOS

outputZip	test-files/output/xcode/Smartface Demo.zip	
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OPTIONAL PARAMETERS

logLevel	Logging level. Default logging status is off. Options are: 'ALL', 'TRACE', 'DEBUG', 'INFO', 'WARN', 'ERROR', 'FATAL', 'OFF'	
logFile	Logging to a specific file. It is dependent on logLevel.	
logStdOut	Logging to the console will be enabled if the value is set to "true" or "1".	
plugin	Specify plugins that you want to add to the project. Its format is: "\$pluginName:: \$pluginZipFilePath"	
profile	Profile that will be published for common Example profile: "arm:*;x86:hdpi,drawable", all profiles for x86 & arm "*" 	
	Profile that will be published for ARM Example profile : "arm:hdpi,drawable", "arm:*" 	
	Profile that will be published for x86 Example profile : "x86:drawable", "x86:*" 	

• Example : Android

```
node index --platform=win32 --task=\"android-full-publish\"
--sfpx=\"test-files/input/SampleProject/NewProject2.sfp\"
--projectRoot=\"test-files/input/SampleProject/NewProject2_data\"
--licenseFile=\"test-files/input/data2.sfd\" --inputApk=\"bin/SmartfacePlayer_4_3.apk\"
--outputApk=\"test-files/output/android/out.apk\" --signer=\"bin/SignApk.jar\"
--keystoreFile=\"test-files/input/smartface_demo.keystore\"
--aliasName=\"smartface_demo\" --keyPass=\"mobinex\"
--java=\"C:/Program Files (x86)/Java/jdk1.7.0_75/bin/java\" --apkTool=\"bin/apktool.jar\"
--keystorePass=\"mobinex\" --plugin=\"kofax::test-files/input/android/kofax-plugin.zip\"
--profile=arm:drawable,hdpi;x86:* --logStdOut=true
--logLevel=debug --logFile=log/android/log.log
```

• Example : iOS

```
" node index --platform=win32 --task=\"ios-full-publish\"
--sfpx=\"test-files/input/vasco_publish/NewProject1.sfp\"
--projectRoot=\"test-files/input/vasco_publish/NewProject1_data\"
--licenseFile=\"test-files/input/data2.sfd\"
--inputZip=\"bin/iOS_Player_4_3_0.zip\"
--outputZip=\"test-files/output/xcode/out_4_3_0.zip\"
--plugin=\"Vasco::test-files/input/xcode/Vasco.zip\"
--logLevel=debug --logStdOut=true
--logFile=\"log/ios/log.log\",
```