

NAME

flatpak-build-init – Initialize a build directory

SYNOPSIS

flatpak build-init [OPTION...] DIRECTORY APPNAME SDK RUNTIME [BRANCH]

DESCRIPTION

Initializes a separate build directory. **DIRECTORY** is the name of the directory. **APPNAME** is the application id of the app that will be built. **SDK** and **RUNTIME** specify the sdk and runtime that the application should be built against and run in. **BRANCH** specify the version of sdk and runtime

Initializes a directory as build directory which can be used as target directory of **flatpak build**. It creates a metadata inside the given directory. Additionally, empty files and var subdirectories are created.

It is an error to run build-init on a directory that has already been initialized as a build directory.

OPTIONS

The following options are understood:

-h, --help

Show help options and exit.

--arch=ARCH

The architecture to use. See **flatpak --supported-arches** for architectures supported by the host.

-v, --var=RUNTIME

Initialize var from the named runtime.

-w, --writable-sdk

Initialize /usr with a copy of the sdk, which is writable during flatpak build. This can be used if you need to install build tools in /usr during the build. This is stored in the usr subdirectory of the app dir, but will not be part of the final app.

--tag=TAG

Add a tag to the metadata file. This option can be used multiple times.

--sdk-extension=EXTENSION

When using **--writable-sdk**, in addition to the sdk, also install the specified extension. This option can be used multiple times.

--extension=NAME=VARIABLE[=VALUE]

Add extension point info.

--sdk-dir

Specify a custom subdirectory to use instead of usr for **--writable-sdk**.

--update

Re-initialize the sdk and var, don't fail if already initialized.

--base=APP

Initialize the application with files from another specified application.

--base-version=VERSION

Specify the version to use for **--base**. If not specified, will default to "master".

--base-extension=EXTENSION

When using **--base**, also install the specified extension from the app. This option can be used multiple times.

--type=TYPE

This can be used to build different types of things. The default is "app" which is a regular app, but "runtime" creates a runtime based on an existing runtime, and "extension" creates an extension for an app or runtime.

--extension-tag=EXTENSION_TAG

If building an extension, the tag to use when searching for the mount point of the extension.

--verbose

Print debug information during command processing.

--ostree-verbose

Print OSTree debug information during command processing.

EXAMPLES

\$ flatpak build-init /build/my-app org.example.myapp org.gnome.Sdk org.gnome.Platform 3.36

SEE ALSO

flatpak(1), flatpak-build(1), flatpak-build-finish(1), flatpak-build-export(1)