## Build Commands

Following is a sample command to create AIU android package for INT environment

gulp build --aiu --platform=android --env=int

Build engine has also support to create package for multiple platform. The following command will create package for both android and ios

gulp build --aiu --platform=android, ios --env=int

## Build Arguments

**--aiu / --ctu**

Represent the brand/school (eg. aiu/ctu). For example, If we pass --ctu in build command then it will create package for CTU

Default value: aiu

**--platform**

The platform argument indicates which package to create (eg. iOS, android, etc). Currently, build engine only support ios and android platform. The build engine supports multiple platforms. For example, If we want to build package for both android and iOS then we need to pass “--platform=android,ios” .

**--env**

This argument indicates the environment for the package. The possible values are:

1. dev
2. int
3. reg
4. prod

Default value: dev

**--outputDir**

Pass this flag to set package output directory.

Default value: “ ./bin/”

**--cleanOutputDir**

if this argument pass then all the files from the output directory will be deleted before the build. By default the output directory is the “bin” folder.

Default value: false

## Build Steps

1. **Before Build**
   1. Clean project
      1. Build
      2. Platforms
      3. Output directories
      4. Settings
   2. Transform settings
      1. Application ID
      2. Application Name
      3. Application Description
      4. Application URL
      5. Theme ID
      6. Environment
   3. Add platform
   4. Install dependencies
2. **Build**
3. **Copy Packages to Output Directory**

# Troubleshoot

**Error:** Failed to execute AAPT

**Possible Solution:** This is probably happening because the file path exceeds the limit that could handle by android gradle. Try to map the project folder to “C:/” directory and execute the build command again.

**Error:** File permission issue

**Possible Solution:** Make sure the file is not marked as read-only by TFS. Go to properties of the file by right click on it and uncheck read only flag.