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| Circle Language Spec: Commands |

## Changing Inactive to Executable

Any part of a system can be changed, so an inactive command can be edited and changed to an executable command and back again.

When you design a command definition, you might want to do it using an active command object, and test it once by running the active command definition. After that you can change it to an *inactive* command definition and give it the appropriate default values again. If you decide to again change the inactive command definition *back* to an active command, then you can not run it again, because the command object has already been run. Others might still have a reference to the execution to be able to read its output. If you want to run the command definition again, you are going to have to make a call to it instead.

If you change an inactive command definition to an executable command definition, then you can all of a sudden run it, which may overwrite the executable’s default output values.