

BuildBox Cheat Sheet

Fetch, build, test and deliver a project. No development experience needed.

version **2.2.1**
buildbox.trusted-objects.com

A whole session, in six steps — run each command from inside the project directory

- 1 bbx clone <url>**
Gets the project and creates its directory.
- 2 cd <project>**
Every command below runs from there.
- 3 bbx target list**
Shows what can be built. Pick a name.
- 4 bbx target set <name>**
Chooses it. It stays chosen.
- 5 bbx target build**
Builds it, fetching whatever is missing.
- 6 bbx target dist**
Produces the deliverable.

Project get one, know its state

bbx clone [-b BRANCH] <url> [dir]

Get an existing project. **-b** picks a version.

bbx project info

What this project is, and what is already fetched.

bbx project update

Refresh the project **settings** only, not fetched sources.

bbx project update -a

Same, then **update the sources** of every target.

bbx init [DIR]

Start a new, empty project.

Target choose what to build

bbx target list

Every target, the current one marked.

bbx target set <NAME>

Work on that target from now on.

bbx target info [NAME]

What it builds, and whether it is fetched.

bbx target pkg [-v] <PKG>

Version and origin of one component. **-v** tells more.

bbx target tools

The tools this target needs.

Build fetch, then compile

bbx target clone

Fetch every source the target needs.

bbx target clone -u

Same, and **update** what is already there.

bbx target build [-v] [-c]

-v shows details, **-c** resumes after a failure.

bbx build <PKG>

One component only. **bbx fetch <PKG>** just gets it.

bbx project clone · bbx project build

Every target at once, with a report per target.

Check & deliver the part you are after

bbx target test

Run the target tests. Results in `<TARGET>/tests.log`.

bbx target dist

Produce the deliverable of the target.

bbx project test · bbx project dist

Same, over every target of the project.

Deliverables and logs are written in the `<TARGET>/` directory.

Look around where things are

bbx shell

A shell inside the build environment.

pg · tg · pp

Short for **project goto**, **target goto** and **project goto -p**.

bbx env

Show the environment a build runs with.

Clean up start over, free space

bbx target clean

Remove what was built, keep the sources.

bbx target mrproper

Remove sources and build. Asks first.

bbx stop

Stop this project environment.

bbx instance list

All running environments. **instance stop** ends idle ones.

Words you will meet

Project — a directory holding everything one delivery needs.

Target — one thing to build: a platform, a variant, a flavour. A project usually has several.

Package — one component of the build. **Tool** — a compiler or utility the build needs.

Profile — the project settings, in the `.bbx/` directory.

Container — the isolated environment builds run in, one per project. BuildBox starts it for you.

If something goes wrong

A build failed. The reason is at the end of `<TARGET>/target_build.log`.

Sources look outdated. Run `bbx target clone -u`.

The environment misbehaves. Run `bbx stop`; the next command restarts it.

"Not in a BuildBox project directory". Move into the project directory first.