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# Rocky Enterprise Linux 9.2 Manual Pages on command 'flatpak-build-init.1'

# \$ man flatpak-build-init.1

FLATPAK BUILD-INIT(1)

flatpak build-init

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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 Page 1/3

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".

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-buildexport(1)

flatpak

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