

## Defining Runtime Properties

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Use the **Properties** tab of the [Build File Properties Dialog](#) to pass properties to the build script at runtime. The specified values are equivalent to those defined after the `-D` option of the command line launcher.

In addition to plain values, you can use macros that are evaluated at runtime. Such macros are helpful, when you have to pass specific paths and other varying information to the build script. Macros are character strings surrounded with dollar signs. Build File Properties dialog provides the complete list of macros, available for the selected build file, with the previews that show, how these macros will be evaluated at runtime.

### To define the runtime properties

1. [Open the Build File Properties dialog](#).
2. In the Properties tab, click **Add**.
3. In the **Name** column, type the property name.
4. In the **Value** column, type the desired value. If you use a macro as the property value, type the name of the desired macro. If you don't know the name, click the **+** button, select the desired macro from the Macros dialog box, and click **OK**.
5. Use **Add** and **Remove** buttons to make up the complete list of properties.

### See Also

Concepts:

- [Ant](#)

Reference:

- [Ant Build Tool Window](#)
- [Build File Properties](#)

Web Resources:

- [Developer Community](#) 