

Advanced options

`./play.it` scripts accept several options to control their behaviour. For each option, the default choice is given in **bold** characters.



All options presented here are not understood by all scripts. Check the list of supported options for your script on its dedicated page.

checksum

This option allows to chose the checksum method used for target files integrity checks. It can take one of these two values:

- **md5**
- none

An example, to build the DEB package without prior integrity check:

```
sh ./play-140_humblebundle-1389820765.sh --checksum=none
```

compression

This option allows to chose the compression method used when building the final package. It can take one of these three values:

- **none**
- gzip
- xz

An example, to build a gzip-compressed DEB package:

```
sh ./play-140_humblebundle-1389820765.sh --compression=gzip
```

help

This option will list the options supported by the script:

```
sh ./play-140_humblebundle-1389820765.sh --help
```

```
./play-140_humblebundle-1389820765.sh [<archive>] [--checksum=md5|none] [--compression=none|gzip|xz] [--prefix=dir]
```

```
--checksum=md5|none
```

Set the checksum method for the target files.

```
(default: md5sum)
```

```
--compression=none|gzip|xz
```

Set the compression method for the final package.

```
(default: none)
```

```
--prefix=DIR
```

Set the installation prefix. "DIR" must be an absolute path.

```
(default: /usr/local)
```

prefix

This option is used to change the path where the game will be installed. It can take any absolute path as a value:

- **/usr/local**
- /opt/game-name
- /media/games
- etc.

An example, to build a package that will install the game under /opt/140:

```
sh ./play-140_humblebundle-1389820765.sh --prefix=/opt/140
```

From:

<http://debian-facile.org/> - **Documentation - Wiki**

Permanent link:

<http://debian-facile.org/utilisateurs:vv222:common:advanced-options>



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