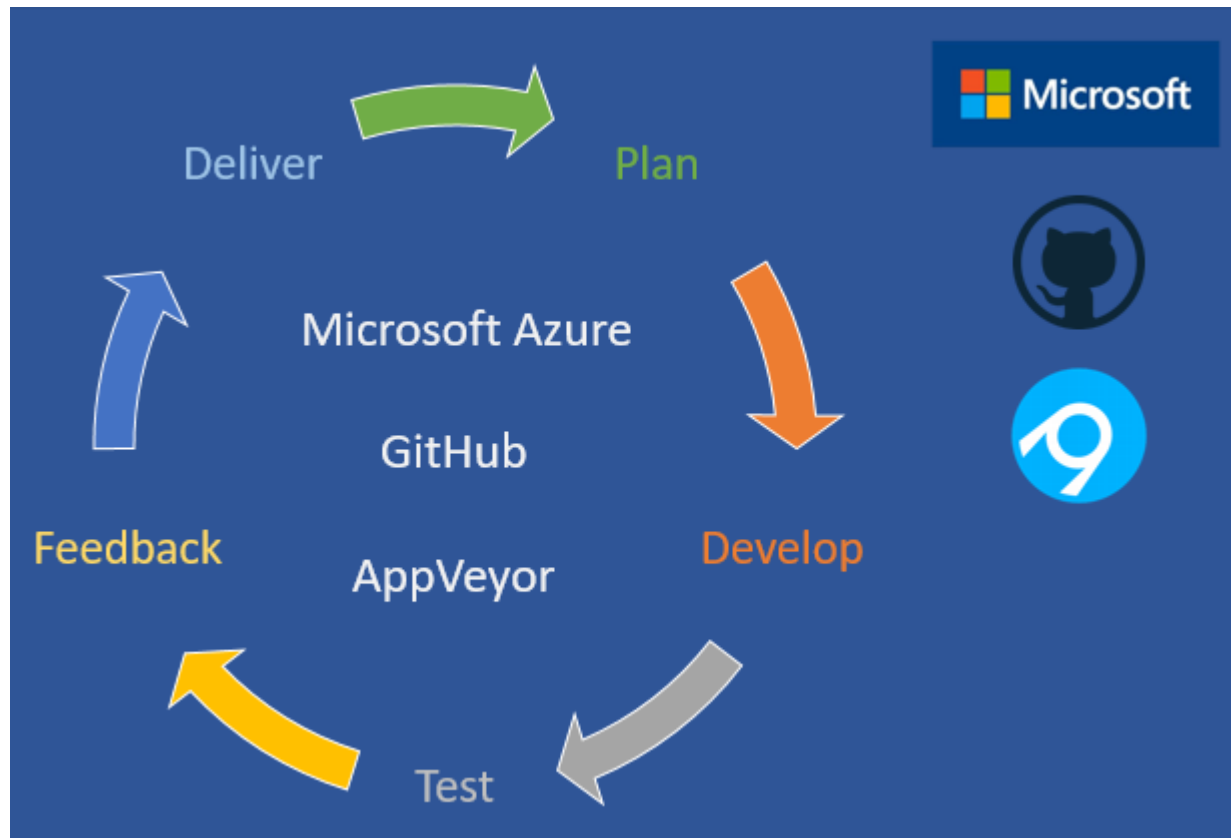


Git Pipeline

Lecture 04

Git integration



Neostar

+

Overview

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New pipeline

Pipelines

Recent All Runs

Filter pipelines

Recently run pipelines

Pipeline	Last run	
(dev) platform-ci dev	#platform-0.20220422.5.14696-dev • Merge branch 'qa' into development Batched CI for development	Just now 42s
(qa) platform-ci qa	#platform-0.20220422.2.14695-qa • update Batched CI for qa	Just now 59s
(stg) platform-ci stg	#platform-0.20220422.2.14694-stg • update Batched CI for staging	Just now 1m 2s
(prod) platform-ci prod	#platform-0.20220422.3.14693-prod • update Batched CI for master	9m ago 1m 33s
(dev) duendidentity-server-ci dev	#duende-identity-server-0.20220422.1.14692-dev • merge done Batched CI for development	15m ago 2m 28s
(dev) vehicle-provider-ci dev	#vehicle-provider-0.20220422.1.14691-dev • merge done Batched CI for development	15m ago 7m 19s
(dev) dms-ci dev	#dms-0.20220422.2.14689-dev • merge done Batched CI for development	15m ago 2m 29s

Connect

Select

Configure

Review

New pipeline

Where is your code?



Azure Repos Git YAML

Free private Git repositories, pull requests, and code search



Bitbucket Cloud YAML

Hosted by Atlassian



GitHub YAML

Home to the world's largest community of developers



GitHub Enterprise Server YAML

The self-hosted version of GitHub Enterprise



Other Git

Any generic Git repository



Subversion

Centralized version control by Apache

[Use the classic editor](#) to create a pipeline without YAML.

✓ Connect

Select

Configure

Review

New pipeline

Select a repository

Filter by keywords

Neostar



AutoZubak.NeostarPlatform



AutoZubak.NeostarPlatform.Android



AutoZubak.NeostarPlatform.iOS



NeoKit.ng

Neostar



Neostar

All projects

✓ Connect

✓ Select

Configure

Review

New pipeline

Configure your pipeline



ASP.NET

Build and test ASP.NET projects.



ASP.NET Core (.NET Framework)

Build and test ASP.NET Core projects targeting the full .NET Framework.



.NET Desktop

Build and run tests for .NET Desktop or Windows classic desktop solutions.



Universal Windows Platform

Build a Universal Windows Platform project using Visual Studio.



Xamarin.Android

Build a Xamarin.Android project.



Xamarin.iOS

Build a Xamarin.iOS project.



Docker

Build a Docker image



Docker

Build and push an image to Azure Container Registry



Go

Build your Go project.



Gradle

Build your Java project and run tests with Gradle using a Gradle wrapper script.



HTML

Archive your static HTML project and save it with the build record.



Jekyll site

Package your Jekyll site using the jekyll/builder Docker container image.



Maven

Build your Java project and run tests with Apache Maven.



Maven package Java project Web App to Linux on Azure

Build your Java project and deploy it to Azure as a Linux web app



Node.js

Build a general Node.js project with npm.

✓ Batched CI for  development Y d81db88Z ↗

📄 1m 2s

#platform-0.20220329.6.13929-dev #17538

↗ Batched CI for  development ⚡ 1541999d ↗



📄 Mar 29

🕒 1m 2s



#platform-0.20220329.5.13928-dev #17538

↗ Batched CI for  development ⚡ d82da903 ↗



📄 Mar 29

🕒 1m 0s

#platform-0.20220329.4.13927-dev #17538

↗ Batched CI for  development ⚡ b2d6525f ↗



📄 Mar 29

🕒 1m 2s

#platform-0.20220329.3.13926-dev #17538

↗ Batched CI for  development ⚡ aaa1d34a ↗



📄 Mar 29

🕒 59s

#platform-0.20220329.2.13925-dev update

↗ Batched CI for  development ⚡ eed7fe92 ↗





📄 Mar 29

🕒 1m 6s

Projects

Learn

 New Open My Account

Project name

MyGameProject

Template

2D

Location

C:\Users\irados\Documents




Add Asset Package

Organization

buksa091

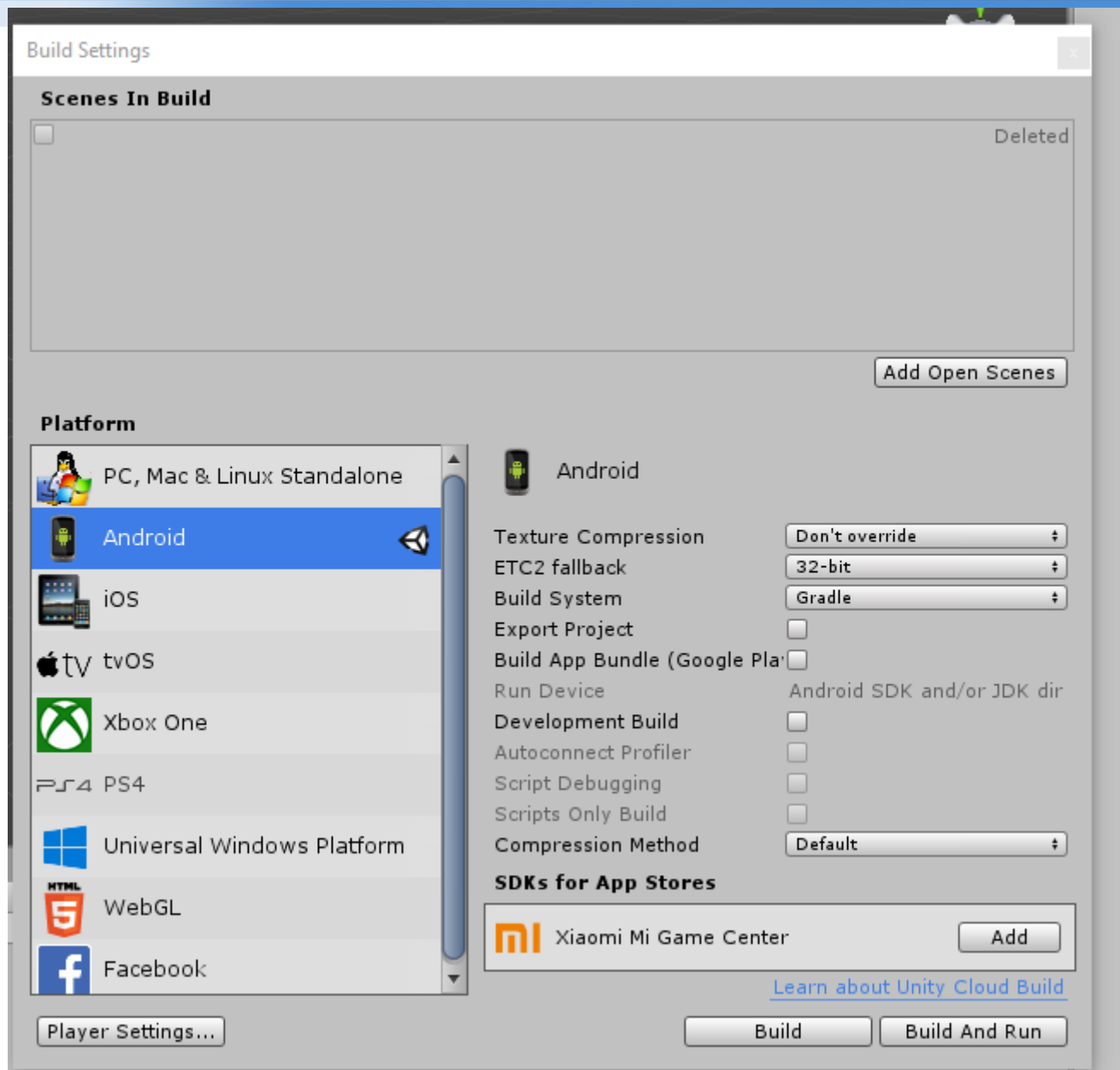


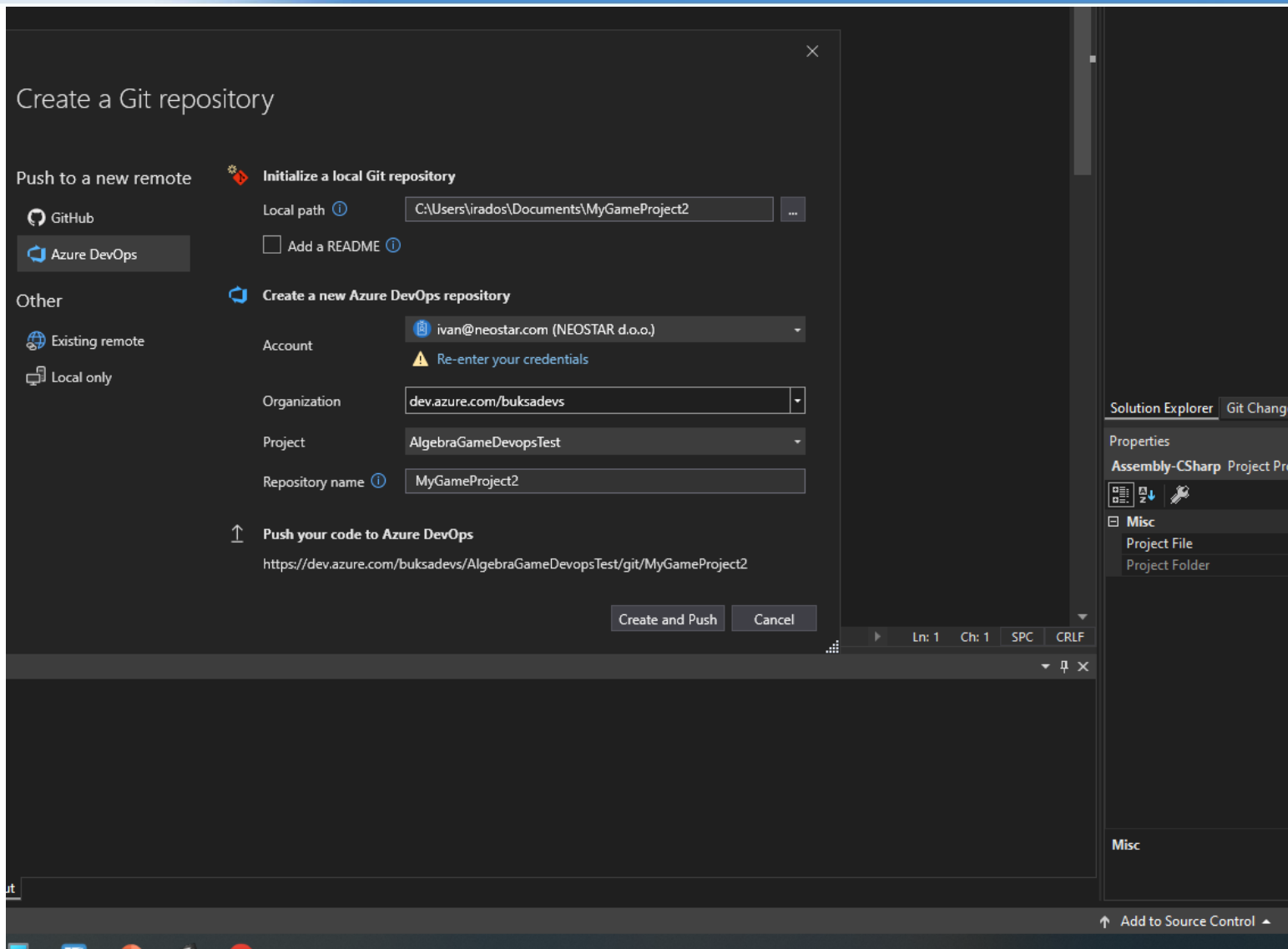
ON

Enable Unity Analytics 

Cancel

Create project





AlgebraGameDevopsTest-CI

Tasks Variables Triggers Options History | Save & queue Discard Summary Queue ...

Pipeline
Build pipeline

Get sources
MyGameProject2 master

Unity
Run on agent

Unity Build Android
Unity Build

Unity Build

[Link settings](#) [View YAML](#) [F](#)

Task version 3.*

Display name *

Unity Build Android

Build target

Android

Unity editors location

Unity Hub default installation path

Unity project path

Build script type

☒ Default ☐ Existing ☐ Inline

Output path *

\$(Build.BinariesDirectory)





Output filename *

drop

Command line arguments

ⓘ Azure DevOps has started rollout of changes to disable communication over TLS 1.0 and TLS 1.1. This change is permanent and if your tools are dependent on TLS 1.0/1.1 for communication with Azure DevOps, please take necessary actions to enable TLS1.2, as detailed [in the blog](#).

AlgebraGameDevopsTest-CI

Tasks Variables Triggers Options History |  Save & queue  Discard  Summary  Queue ...

Pipeline

Build pipeline


Get sources
MyGameProject2 master


Unity
Run on agent


Unity Build standalone
Unity Build

Add tasks | Refresh

un

 Azure Function on Kubernetes
Deploy Azure function to Kubernetes cluster.


 Unity Get Project Version
Gets the project version of a Unity project.


 Unity Activate License
Activates a Unity license on the agent.


 Unity CMD
Execute a Unity editor via command line.

Add

 Unity Test
Tests a Unity project and produce the results in NUnit compatible files.

 Unity Build
Build a Unity project and get the exported output files.

 Run SQL using SqlCommand
Run SQL using SqlCommand

 Azure Functions for container
Update a function app with a Docker container

1 Azure DevOps has started rollout of changes to disable communication over TLS 1.0 and TLS 1.1. This change is permanent and if your tools are dependent on TLS 1.0/1.1 for communication with Azure DevOps, please take necessary actions to enable TLS1.2, as detailed in the [blog](#). X

Jobs in run #1006

AlgebraGameDevopsTest-CI

Jobs

✓	✗	Unity	14s
✓		Initialize job	2s
✓		Checkout MyGameProject2@mast...	9s
✓	✗	Unity Build Android	1s
✓		Post-job: Checkout MyGameProj...	<1s
✓		Finalize Job	<1s
✓		Report build status	<1s

✗ Unity Build Android

View raw log

```
1 Starting: Unity Build Android
2 =====
3 Task      : Unity Build
4 Description : Build a Unity project and get the exported output files.
5 Version    : 3.1.12
6 Author     : Dinomite Studios
7 Help       : Use this task to build your Unity project and generate the target platform's output files. [More Information](https://unitydevops.com/docs/unity-build-task)
8 =====
9 Determining Unity editor version for project at C:\azagent\A1_work\22\s
10 Success, Unity editor version found 2018.3.7f1, alpha=false, beta=false
11 Unable to locate executable file: 'C:\Program Files\Unity\Hub\Editor\2018.3.7f1\Editor\Unity.exe'. Please verify either the file path exists or the file can be found within a directory
12 ##[error]Unable to locate executable file: 'C:\Program Files\Unity\Hub\Editor\2018.3.7f1\Editor\Unity.exe'. Please verify either the file path exists or the file can be found within a
13 Finishing: Unity Build Android
```



Downloads

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ACTIVE

	2018.3.7f1 In progress (0 of 3 completed)	
	Editor application	Installing...
	Microsoft Visual Studio Community 2017	Install queued
	Android Build Support	Install queued

RECENT

DOWNLOADS



2018.3.7f1

① Azure DevOps has started rollout of changes to disable communication over TLS 1.0 and TLS 1.1. This change is permanent and if your tools are dependent on TLS 1.0/1.1 for communication with Azure DevOps, please take necessary actions to enable TLS1.2, as detailed in the blog. X

← Jobs in run #1009

AlgebraGameDevopsTest-CI

Jobs

✓	Unity	58s
✓	Initialize job	<1s
✓	Checkout MyGameProject2@mast...	2s
▶	Unity Build Android	55s
○	Post-job: Checkout MyGameProject...	

▶ Unity Build Android

```
1 Starting: Unity Build Android
2 =====
3 Task      : Unity Build
4 Description : Build a Unity project and get the exported output files.
5 Version   : 3.1.12
6 Author    : Dinomite Studios
7 Help      : Use this task to build your Unity project and generate the target platform's output files. [More Information](https://unitydevops.com/docs/unity-build-task)
8 =====
9 Determining Unity editor version for project at C:\azagent\A1_work\22\s
10 Success, Unity editor version found 2018.3.7f1, alpha=false, beta=false
11 "C:\Program Files\Unity\Hub\Editor\2018.3.7f1\Editor\Unity.exe" -batchmode -buildTarget Android -projectPath C:\azagent\A1_work\22\s -logfile C:\azagent\A1_work\22\s\Logs\UnityBuild
```