

Launch allows you to create a project by directly uploading a project folder or a .zip file.

This document guides you through the process of creating a project in Launch by uploading a project zip file. The zip file can be a build zip or a source code zip.

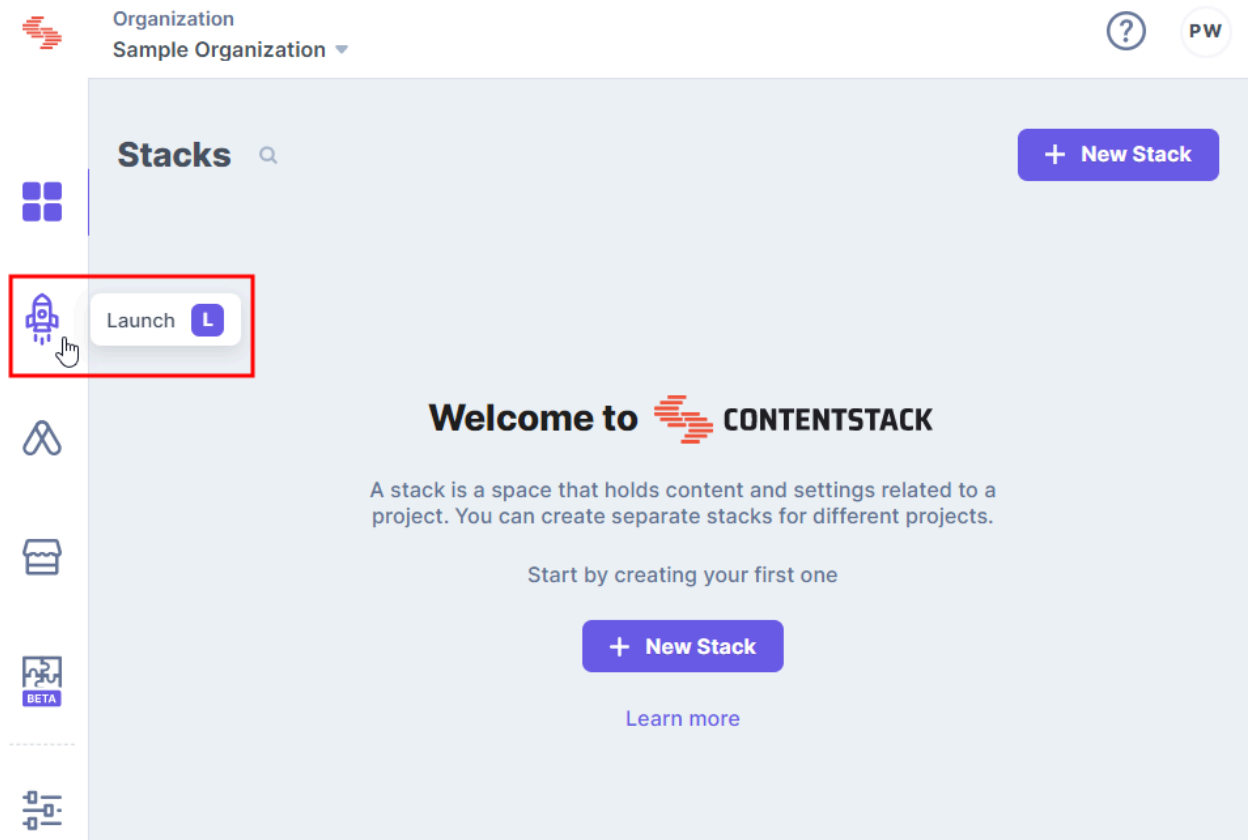
Prerequisites

1. [Contentstack account](#)
2. Access to Launch for your organization (Note: Only the Organization Admin/Owner has permissions to create Launch projects in a stack)

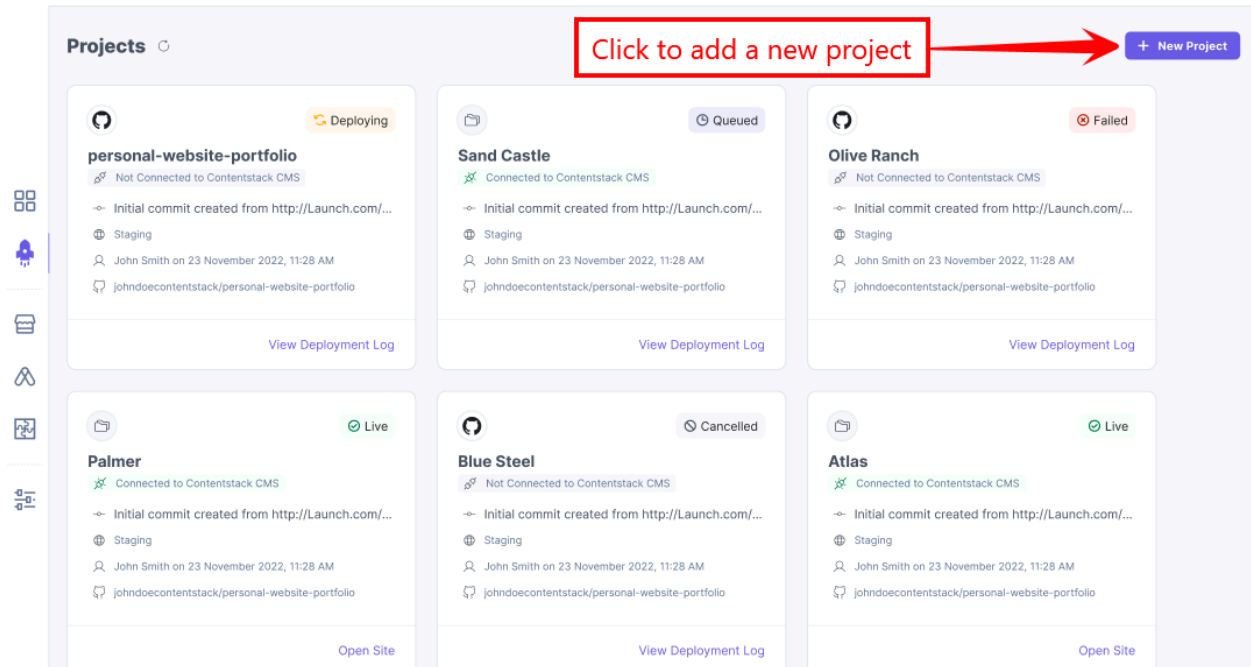
Steps for Execution

Follow the steps given below to deploy your first Launch project using GitHub:

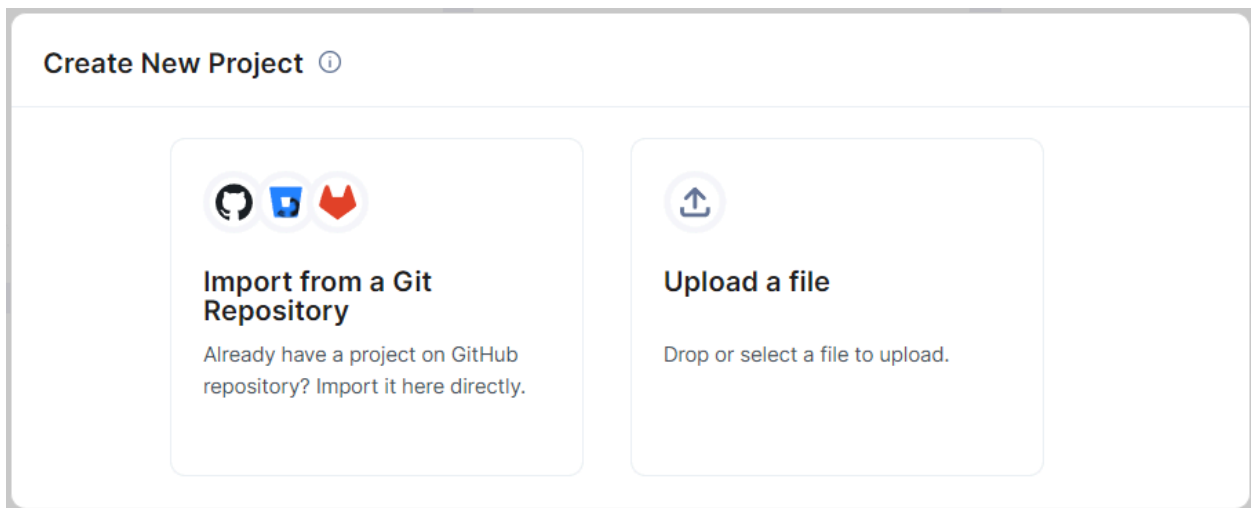
1. Log into Contentstack and click the Launch icon from the left navigation panel, as shown below:



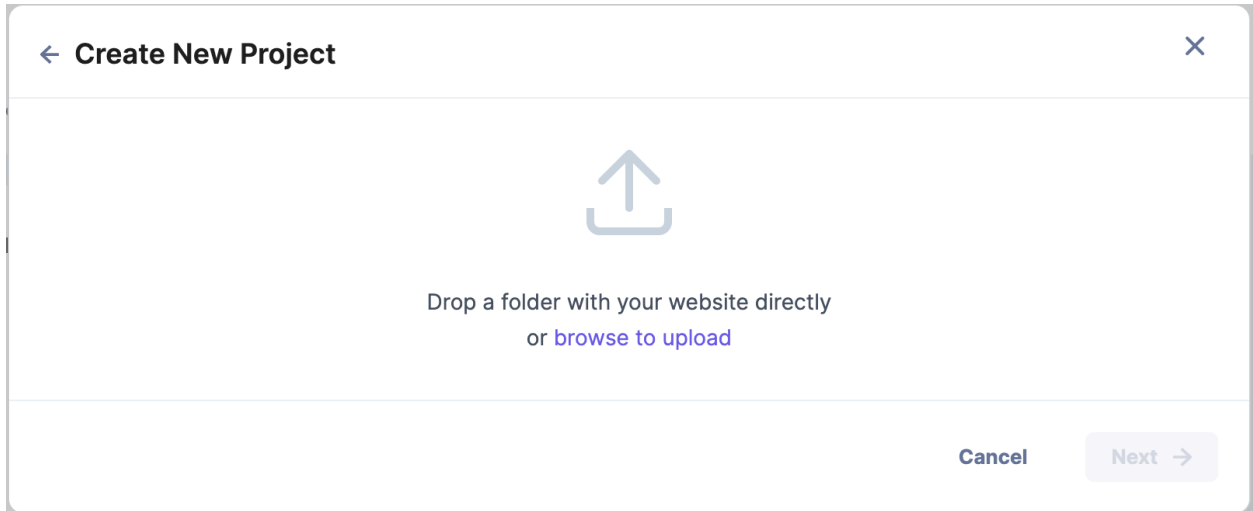
2. Click the + New Project button.



3. From the Create New Project modal, click Upload a file.



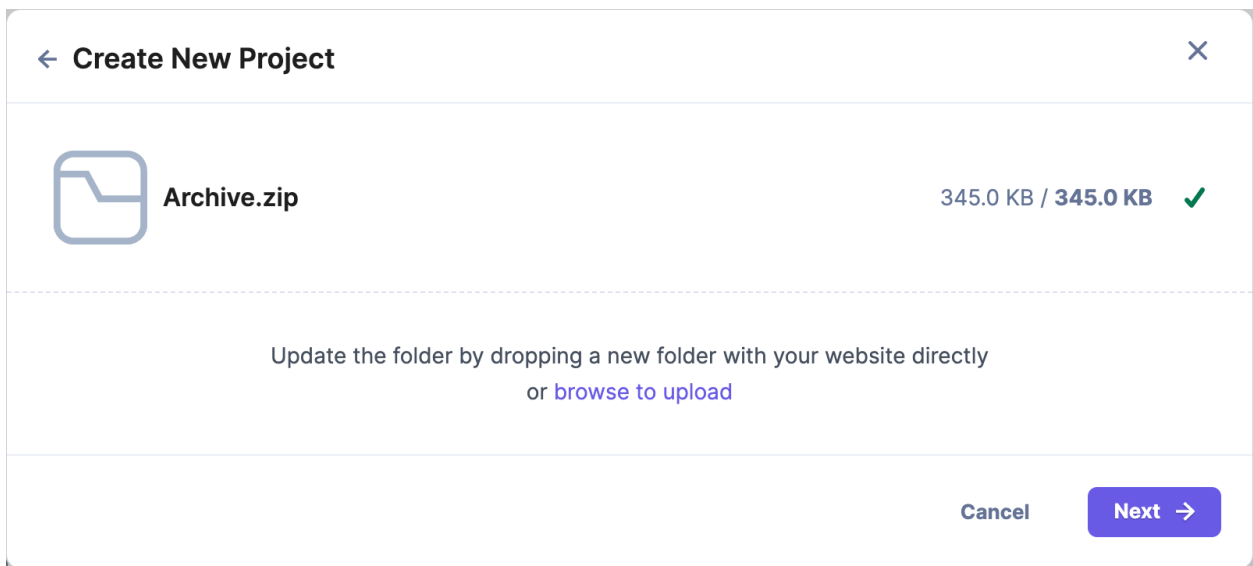
You can either drag and drop a .zip file or click the browse to upload link to upload a .zip file.



Click Next to proceed with the deployment steps.

Note: You can re-upload a .zip file after uploading one.

- You can also Cancel an ongoing file upload and re-upload a new file.



4. In the Deploy step add the following details:

- Project Name (Mandatory): The project name is auto-populated with the name of the uploaded file. You can enter a new project name up to 200 characters.
- Environment Name (Mandatory): The environment name is automatically populated as Default, but can be changed. Note that this is specific to Launch and not directly related to any environments in your stack.

- Build and Output Settings (Mandatory): The fields in this section are automatically populated based on the frontend framework detected in your repository.
 - Framework Preset: This is set based on the framework detected. You can change this to a different preset value or select "Other" if your framework isn't in the list.
 - Build Command (Mandatory): The command used to build the project.
 - Output Directory (Mandatory): The directory path where the project's build output files get stored.
- Environment Variables (Optional):
 - Enter the key and value of your environment variables in the Key Value Edit section.
 - You can also add the key-value pairs in bulk in the Bulk Edit section.
 - Use the "Connect and Import Variables" option to automatically import important variables (such as API key and delivery token) from a stack.
 - Click the + Add Environment Variable button to add more environment variables.

5. Once all the fields are filled with appropriate values, click the Deploy button.
You have successfully deployed a project!

The project card will be displayed on the Projects screen:



✓ Live

gatsby-starter-default-

✕ Connected to Contentstack CMS

↔ Deployment Triggered By File Upload

🌐 Default

🕒 20 April 2023, 05:33 PM

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