Gogs Integration

Table of Contents

Gogs is a self-hosted Git service written in Go.

1. What can we do currently?

Right now you can connect a Gogs repository with a Taiga project and generate a one-way communication (from Gogs to Taiga) to:

- **Change the status of an epic, user story, issue, or task in Taiga with the commit message**: you may want to read more about this feature in the article "Changing elements status via commit message".

- **Attach commits in an epic, user story, issue, or task of Taiga with the commit message**: you may want to read more about this feature in the article "Attach commits to elements via commit message".

2. And what can't we do?

- **Create issues on Taiga when they are created on Gogs**.

- **Add comments to the connected issues on Taiga when they are created on Gogs**.

- **Dual synchronization**: currently the integration functionality only allows receiving messages from Gogs. Taiga can't communicate with Gogs (the one-way communication is from Gogs to Taiga), so changes made in Taiga won't be reflected in Gogs.

- **Show commit links in Taiga issues**: If you name a story, task or issue in a commit message (by its reference number) a link to commit won't appear in Taiga.

- **Sync current Gogs issues and comment when the integration module in Taiga is enabled**: the integration only works with the future issues and comments added in Gogs.

Currently Gogs offers a limitation on its webhooks system that must be considered. It is not hardcore but it's good to know them to be aware of the limitation that exist.

- Gogs doesn't sign the messages so Taiga only can confirm the origin checking the IPs in the request.

| WARNING | Integration will always take time so please be patient. If you need a specific integration and you feel ready to get a machete and get into the Taiga, please review our API Docs and our section in `Taiga` resources about "How you can contribute?". If you need help with a specific feature, you can always get in touch with our community through our mailing list. |

3. Configure the integration module in Taiga

1. Go to **Admin** > **Integrations** > **Gogs**

2. Fill **secret key** or use the auto generated one

3. Copy the **payload URL** input

[Gogs Panel] | *imgs/taiga-gogs-integration.png*

4. Configure Webhooks in your Gogs repository

Go to your repository

1. Click on **Settings** > **Webhooks** > **Add webhook**

2. On the form set the **Payload URL** and the **Secret** with the payload URL and Secret key from Taiga.

3. Taiga only listen for push events (changing element status via commit message) in the case of gogs.

[Gogs Webhooks] | *imgs/gogs-webhooks.png*