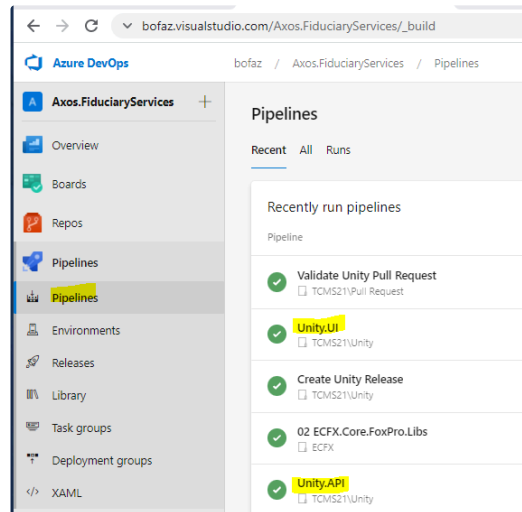# Unity – CI/CD Pipeline

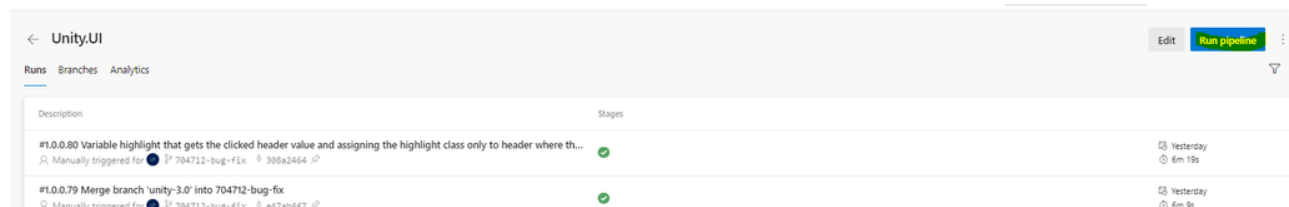This is for Unity (.Net core & Angular) new build pipelines.

In order to run the Unity build pipelines need access to the Azure board for
https://bofaz.visualstudio.com/Axos.FiduciaryServices/_build

To queue builds for new Unity build pipelines there are two builds one for UI and another for API as seen below.

These builds are already configured to run the correct branches. Click on the build link above to queue builds by Run Pipeline option and hit Run button.

Once build is successful and ready to deploy go to Releases menu option.
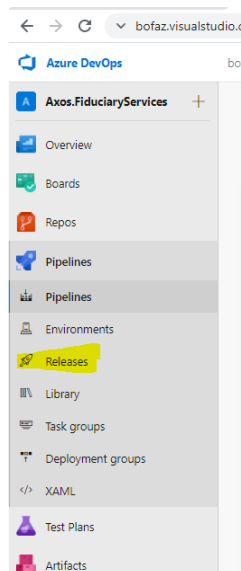
Select/click the project and version that need to be deployed.

Azure DevOps

bofaz / Axos.FiduciaryServices / Pipelines / Releases

A **Axos.FiduciaryServices** +

🔲 Overview

🟦 Boards

🟧 Repos

🟦 Pipelines

📊 Pipelines

ⓘ Live updates are not supported in this view for old domain URLs. Move to new Azure DevOps URLs for live updates. Learn more

🔍 Search all pipelines

▤ 📁 🗑   + New ⌄

Unity UI ⭐
✅ QA Q061ETSUNTY02

Unity API
✅ Hotfix 2 DSDW-HOTFIXA04

Unity UI

Releases   Deployments   Analytics

Releases

LF **Release-1.0.0.80-280**
📊 1.0.0.80 ⌥ 704712-bug-fix

LF **Release-1.0.0.79-279**

Azure DevOps

bofaz / Axos.FiduciaryServices / Pipelines / Releases / Unity UI / Release-1.0.0.80-280

A **Axos.FiduciaryServices** +

🔲 Overview

🟦 Boards

🟧 Repos

🟦 Pipelines

📊 Pipelines

🖥 Environments

🚀 Releases

▥ Library

🖼 Task groups

🎯 Deployment groups

</> XAML

🧪 Test Plans

⬆ Unity UI ⟩ Release-1.0.0.80-280 ⌄

Pipeline   Variables   History | + Deploy ⌄   ⊘ Cancel   ⟳ Refresh   ✏ Edit ⌄   …

Release

┌─────────────────────────┐
│ Continuous deployment   │
│ for 🔵 Luis Flores   │
│ 9/30/2021, 9:21 PM   │
│   │
│ Artifacts   │
│ ⚓   │
│ _unity.ui 🔷   │
│ 1.0.0.80   │
│ ⌥ 704712-bug-fix   │
└─────────────────────────┘

Stages

┌──────────────────────────┐   ┌──────────────────────────┐
│ QA Q061ETSUNTY01   │──────│ QA Q061ETSUNTY02   │
│ ✅ Succeeded   │   │ ✅ Succeeded   │
│ **1 warning**   │   │ **1 warning**   │
│ on 9/30/2021, 9:22 PM   │   │ on 9/30/2021, 9:23 PM   │
└──────────────────────────┘   └──────────────────────────┘

┌──────────────────────────┐   ┌──────────────────────────┐
│ Hotfix 2 DSDW-HOTF   │──────│ Hotfix 2 DSDW-HOTF   │
│ ⚪ Not deployed   │   │ ⚪ Not deployed   │
└──────────────────────────┘   └──────────────────────────┘

Unity API > Release-1.0.0.95-343 ∨

Overview

☐ Summary

⊞ Dashboards

☐ Analytics views*

☐ Wiki

+ Deploy ∨   ⊘ Cancel   ↻ Refresh   ✎ Edit ∨   ⋯

Stages

Continuous deployment
for 👤 Lavanya Kalva
11/15/2021, 3:46 PM

Artifacts

🏛
_unity.api ⚡
1.0.0.95
⎇ develop

QA Q061ETSUNTY01
✅ Succeeded

on 11/15/2021, 4:07 PM

QA Q061ETSUNTY02
✅ Succeeded

on 11/15/2021, 4:08 PM

Hotfix 2 DSDW-HOTFI
◯ Not deployed

Hotfix 2 DSDW-HOTFI
◯ Not deployed

UAT AFSSDW-UNT2B(
✅ Succeeded

on 11/15/2021, 5:32 PM

UAT ←

Unity UI > Release-1.0.0.126-349 ∨

Pipeline   Variables   History | + Deploy ∨   ⊘ Cancel   ↻ Refresh   ✎ Edit ∨   ⋯

Release

Continuous deployment
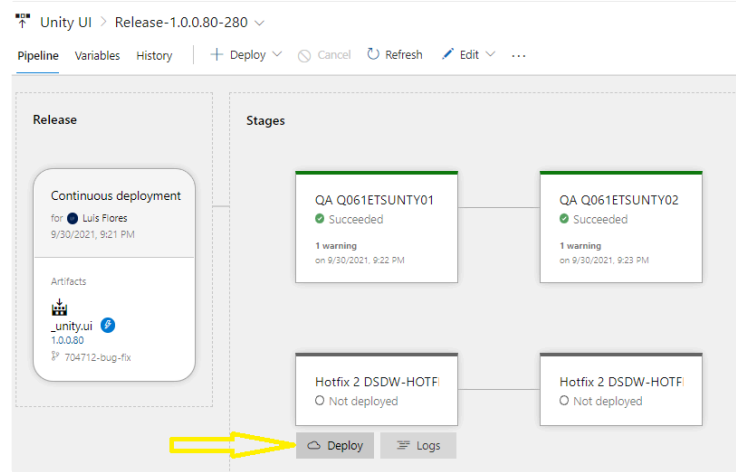for 👤 Lavanya Kalva
11/19/2021, 12:24 PM

Artifacts

🏛
_unity.ui ⚡
1.0.0.126
⎇ unity-3.0

Stages

QA Q061ETSUNTY01
✅ Succeeded

1 warning
on 11/19/2021, 12:26 PM

QA Q061ETSUNTY02
✅ Succeeded

1 warning
on 11/19/2021, 12:27 PM

Hotfix 2 DSDW-HOTFI
◯ Not deployed

Hotfix 2 DSDW-HOTFI
◯ Not deployed

UAT AFSSDW-UNT2A(
◯ Not deployed

UAT ←

Click deploy and make sure it is all green and successful. Just need to deploy to first server and the continuous flow would deploy to second server.