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Tasks **Variables** Triggers Options Retention History | 📁 Save & queue ▾ ↶ Discard ☰ Summary ▶ Queue ... ↗

Pipeline variables

Name ↑	Value
BuildConfiguration	release
BuildPlatform	any cpu
system.collectionId	d421bd32-26a8-4cfd-8e0b-a97119f0d5bd
system.debug	false
system.definitionId	1
system.teamProject	scrum-projeto

+ Add

Variable groups
[Predefined variables](#)

Agent Build e Agent Pool

Qual o objetivo dessas Variáveis de Build?

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- Obter dados importantes em várias partes do nosso build pipeline.
- Somente Leitura
- Geradas automaticamente pelo Azure DevOps

Agent variables

Note

You can use agent variables as environment variables in your scripts and as parameters in your build tasks. You cannot use them to customize the build number or to apply a version control label or tag.

Variable	Description
Agent.BuildDirectory	The local path on the agent where all folders for a given build pipeline are created. For example: <code>c:\agent_work\1</code>
Agent.HomeDirectory	The directory the agent is installed into. This contains the agent software. For example: <code>c:\agent</code> .
Agent.Id	The ID of the agent.
Agent.JobName	The display name of the running job.
Agent.JobStatus	The status of the build. <ul style="list-style-type: none">• <code>Canceled</code>• <code>Failed</code>• <code>Succeeded</code>• <code>SucceededWithIssues</code> (partially successful) <p>The environment variable should be referenced as <code>AGENT_JOBSTATUS</code>. The older <code>agent.jobstatus</code> is available for backwards compatibility.</p>

Agent.MachineName	The name of the machine on which the agent is installed.
Agent.Name	<p>The name of the agent that is registered with the pool.</p> <p>If you are using a self-hosted agent, then this name is specified by you. See agents.</p>
Agent.OS	<p>The operating system of the agent host. Valid values are:</p> <ul style="list-style-type: none">• Windows_NT• Darwin• Linux <p>If you're running in a container, the agent host and container may be running different operating systems.</p>
Agent.OSArchitecture	<p>The operating system processor architecture of the agent host. Valid values are:</p> <ul style="list-style-type: none">• X86• X64• ARM
Agent.ToolsDirectory	<p>The directory used by tasks such as Node Tool Installer and Use Python Version to switch between multiple versions of a tool. These tasks will add tools from this directory to <code>PATH</code> so that subsequent build steps can use them.</p> <p>Learn about managing this directory on a self-hosted agent.</p>
Agent.WorkFolder	The working directory for this agent. For example: <code>c:\agent_work</code> .

Build variables

Variable	Description
Build.ArtifactStagingDirectory	<p>The local path on the agent where any artifacts are copied to before being pushed to their destination. For example: <code>c:\agent_work\1\</code></p> <p>A typical way to use this folder is to publish your build artifacts with the Copy files and Publish build artifacts tasks.</p> <p>Note: Build.ArtifactStagingDirectory and Build.StagingDirectory are interchangeable. This directory is purged before each new build, so you don't have to clean it up yourself.</p> <p>See Artifacts in Azure Pipelines.</p> <p>This variable is agent-scoped. It can be used as an environment variable in a script and as a parameter in a build task, but not as part of the build number or as a version control tag.</p>
Build.BuildId	<p>The ID of the record for the completed build.</p>
Build.BuildNumber	<p>The name of the completed build. You can specify the build number format that generates this value in the pipeline options.</p> <p>A typical use of this variable is to make it part of the label format, which you specify on the repository tab.</p> <p>Note: This value can contain whitespace or other invalid label characters. In these cases, the label format will fail.</p> <p>This variable is agent-scoped. It can be used as an environment variable in a script and as a parameter in a build task, but not as part of the build number or as a version control tag.</p>

System variables

Variable	Description
System.AccessToken	<p>Use the OAuth token to access the REST API.</p> <p>Use <code>System.AccessToken</code> from YAML scripts.</p> <p>This variable is agent-scoped. It can be used as an environment variable in a script and as a parameter in a build task, but not as part of the build number or as a version control tag.</p>
System.CollectionId	The GUID of the TFS collection or Azure DevOps organization
System.DefaultWorkingDirectory	<p>The local path on the agent where your source code files are downloaded. For example:</p> <pre>c:\agent_work\1\s</pre> <p>By default, new build pipelines update only the changed files. You can modify how files are downloaded on the Repository tab.</p> <p>This variable is agent-scoped. It can be used as an environment variable in a script and as a parameter in a build task, but not as part of the build number or as a version control tag.</p>
System.DefinitionId	The ID of the build pipeline.
System.HostType	Set to <code>build</code> if the pipeline is a build. For a release, the values are <code>deployment</code> for a Deployment group job and <code>release</code> for an Agent job.
System.PullRequest.IsFork	If the pull request is from a fork of the repository, this variable is set to <code>True</code> . Otherwise, it is set to <code>False</code> .
System.PullRequest.PullRequestId	The ID of the pull request that caused this build. For example: <code>17</code> . (This variable is initialized only if the build ran because of a Git PR affected by a branch policy.)