

Description

[Plain text] [Preview](#)

☐ Discard old builds

☐ GitHub project

☐ This build requires lockable resources

☐ This project is parameterized

☐ Throttle builds

☐ Disable this project

☐ Execute concurrent builds if necessary

?

?

?

?

?

?

Advanced...

Source Code Management

☐ None

☒ Git

?

?

Repositories

Repository URL

https://github.com/wakaleo/game-of-life.git

?

Credentials

- none -

Add

?

Advanced...

Add Repository

Branches to build

Branch Specifier (blank for 'any')

\*/master

X

?

Add Branch

Repository browser

(Auto)

?

Additional Behaviours

Save

Apply

General

Source Code Management

Build Triggers

Build Environment

Build

Nexus Details

Post-build /

☐ Trigger builds remotely (e.g., from scripts)

☐ Build after other projects are built

☐ Build periodically

☐ GitHub hook trigger for GITScm polling

☐ Poll SCM

?

?

?

?

?

Build Environment

☐ Delete workspace before build starts

☐ Use secret text(s) or file(s)

☐ Abort the build if it's stuck

☐ Add timestamps to the Console Output

☐ Inspect build log for published Gradle build scans

☐ With Ant

?

?

Build

Invoke top-level Maven targets

X

?

Goals

install

▼

Advanced...

Nexus artifact uploader

X

Nexus Details

Nexus Version

NEXUS2

▼

Protocol

HTTP

▼

Nexus URL

?

15.206.153.174:8081/nexus

Credentials

admin/\*\*\*\*\* (nexus) ▼

Add ▼

GroupId

uday

Version

\$BUILD\_ID

Repository

?

games

Save

Apply

13.235.45.170:8080/job/ci-cd1/configure

2/4

ArtifactId

\$BUILD\_TIMESTAMP

Type ?

war

Classifier ?

File ?

gameoflife-web/target/gameoflife.war

Add

Add build step ▾

Post-build Actions

Deploy war/ear to a container X

WAR/EAR files ?

\*\*/\*.war

Context path ?

Containers

Tomcat 8.x Remote X

Credentials

tomcat/\*\*\*\*\* (tomcat) ▾

Add ▾

Tomcat URL ?

http://3.110.130.233:8080

Advanced...

Add Container ▾

☐ Deploy on failure

Add post-build action ▾

Save

Apply

Dashboard ▸ ci-cd1 ▸

- General
- Source Code Management
- Build Triggers
- Build Environment
- Build
- Nexus Details
- Post-build

Save

Apply