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Preface

Using Oracle Visual Builder Studio describes how to manage, build, merge, and deploy generic projects, projects for Oracle Cloud Application extensions, and projects for VB Studio visual applications that include web and mobile applications, connections to REST services, and business objects.

Topics:
• Audience
• Documentation Accessibility
• Diversity and Inclusion
• Related Resources
• Conventions

Audience

This document is intended for users who are responsible for managing, building, merging, and deploying generic projects, projects for Oracle Cloud Application extensions, and projects for VB Studio visual applications that include web and mobile applications, connections to REST services, and business objects.

Documentation Accessibility

For information about Oracle’s commitment to accessibility, visit the Oracle Accessibility Program website at http://www.oracle.com/pls/topic/lookup?ctx=acc&id=docacc.

Access to Oracle Support

Oracle customers that have purchased support have access to electronic support through My Oracle Support. For information, visit http://www.oracle.com/pls/topic/lookup?ctx=acc&id=info or visit http://www.oracle.com/pls/topic/lookup?ctx=acc&id=trs if you are hearing impaired.

Diversity and Inclusion

Oracle is fully committed to diversity and inclusion. Oracle respects and values having a diverse workforce that increases thought leadership and innovation. As part of our initiative to build a more inclusive culture that positively impacts our employees, customers, and partners, we are working to remove insensitive terms from our products and documentation. We are also mindful of the necessity to maintain compatibility with our customers’ existing technologies and the need to ensure continuity of service as Oracle’s offerings and industry standards evolve. Because of
these technical constraints, our effort to remove insensitive terms is ongoing and will take
time and external cooperation.

Related Resources

For more information, see these Oracle resources:

- **Oracle Public Cloud**
  
  [http://cloud.oracle.com](http://cloud.oracle.com)

- **Administering Oracle Visual Builder Studio**

- **Building Web and Mobile Applications with Visual Builder Studio**

- **Extending Oracle Cloud Applications with Visual Builder Studio**

Conventions

The following text conventions are used in this document:

<table>
<thead>
<tr>
<th>Convention</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>boldface</strong></td>
<td>Boldface type indicates graphical user interface elements associated with an action, or terms defined in text or the glossary.</td>
</tr>
<tr>
<td><strong>italic</strong></td>
<td>Italic type indicates book titles, emphasis, or placeholder variables for which you supply particular values.</td>
</tr>
<tr>
<td><strong>monospace</strong></td>
<td>Monospace type indicates commands within a paragraph, URLs, code in examples, text that appears on the screen, or text that you enter.</td>
</tr>
</tbody>
</table>

Videos and Images

Your company can use skins and styles to customize the look of the application, dashboards, reports, and other objects. It is possible that the videos and images included in the product documentation look different than the skins and styles your company uses.

Even if your skins and styles are different than those shown in the videos and images, the product behavior and techniques shown and demonstrated are the same.
Part I

Overview

This part introduces you to the basic information about Oracle Visual Builder Studio and walks you through the process of getting set up to use the service.

Topics:

• The Basics
• Get Yourself Set Up
1
The Basics

Learn about Oracle Visual Builder Studio, its projects, components, roles, and how to access the service.

See Oracle Cloud Terminology in Getting Started with Oracle Cloud for definitions of terms found in this and other documents in the Oracle Cloud library.

What Is Oracle Visual Builder Studio?

Oracle Visual Builder Studio (VB Studio) is a robust application development platform that helps your team effectively plan and manage your work throughout all stages of the app dev lifecycle: design, build, test, and deploy.

In addition, VB Studio makes it easy for your entire team to develop the artifacts they need, including:

- Oracle Cloud Applications developers, who need to extend their Apps with business-specific customizations;
- Low-code developers, who want to create web or mobile apps using a visual designer;
- Experienced programmers, who want to modify the source code for web and mobile apps created by others, or to develop bespoke apps using the web programming language of their choice.

With VB Studio you get:

- Built-in repositories for hosting code in Git and for hosting binaries, such as Maven dependencies
- A continuous integration service so you can automate your build and test systems
- A continuous delivery service that tightly integrates with Oracle Cloud Applications
- A rich visual designer integrated with source control (Git) so that developers can manage changes, apply version control best practices, and collaborate with their teammates to develop applications
- The ability to build and display different flavors of the UI to meet the needs of discrete users of certain Oracle Cloud Applications (those built with VB Studio and Oracle Java Extension Toolkit (Oracle JET)), also within a Git framework
- Agile boards and an issue tracking system for tracking sprints, tasks, defects, and features

VB Studio enables developers to easily deploy their applications to their preferred target, whether it's a staging or production instance of Oracle Cloud Applications or an Oracle Cloud Infrastructure (OCI) service instance.
A Word About Oracle Cloud Infrastructure

The Oracle Cloud Infrastructure (OCI) or Oracle Cloud Infrastructure Classic (OCI Classic) administrator will create a VB Studio instance. These instances have no functional differences.

On OCI, VB Studio builds run on Oracle Cloud Infrastructure Compute (OCI Compute) virtual machines (VMs). Project artifacts are stored in an Oracle Cloud Infrastructure Object Storage (OCI Object Storage) bucket.

On OCI Classic, VB Studio builds run on Oracle Cloud Infrastructure Compute Classic (OCI Compute Classic) virtual machines (VMs). Project artifacts are stored in an Oracle Cloud Infrastructure Object Storage Classic (OCI Object Storage Classic) container.

Before VB Studio can be used on OCI, the OCI administrator needs to configure connections to the Compute and Object Storage instances. See Set Up the OCI Connection.

Before VB Studio can be used on OCI Classic, the OCI Classic administrator needs to configure connections to the OCI Compute Classic and OCI Object Storage Classic instances. See Set Up the OCI Classic Connection.

Manage Your Development Process

Though many users will rely on Visual Builder Studio to help them create visual applications or create extensions for Oracle Cloud Applications, you can use VB Studio purely as a tool to maximize your team’s productivity and help you manage and monitor every phase of your development process.

The VB Studio components shown in the diagram shows can be used to manage the development process for applications other than visual applications or extensions:

This is how the VB Studio components work together in your development ecosystem:

- Within a single Visual Builder Studio instance, you and your team members who use that instance are considered an organization. Within your organization, you will likely belong to one or more projects, each of which is devoted to a discrete software effort.
- A project brings together all the tools you need to create those artifacts, such as a Git repository for storing your source code, a pipeline to provide continuous integration and delivery to the Oracle Cloud, an issue tracking system, team wikis, and more.
- Although VB Studio provides a Git repository for you, you can choose to use external repos, such as GitHub and BitBucket.
Key Concepts, Components, and Terms

Before you use VB Studio, it helps to become familiar with these key concepts, components, and terms. If you're new to OCI, see Key Concepts and Terminology to understand OCI concepts and terminologies.

<table>
<thead>
<tr>
<th>Term</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Oracle Cloud Infrastructure (OCI)</td>
<td>Oracle Cloud Infrastructure is a set of cloud services that enable you to build and run a wide range of applications and services in a highly available hosted environment. Oracle Cloud Infrastructure offers high-performance compute capabilities (as physical hardware instances) and storage capacity in a flexible overlay virtual network that is securely accessible from your on-premise network.</td>
</tr>
<tr>
<td>Oracle Cloud Infrastructure Compute (OCI Compute)</td>
<td>Service that hosts virtual machines (VMs) on Oracle Cloud with all the necessary storage and networking resources. VB Studio uses the VMs to run project builds.</td>
</tr>
<tr>
<td>OCI Compute VM instance</td>
<td>A virtual machine that runs on top of physical bare metal hardware. To learn more about a compute instance, see Overview of the Compute Service.</td>
</tr>
<tr>
<td>OCI Compute VM shape</td>
<td>A shape is a template that determines the number of CPUs, amount of memory, and other resources allocated to a newly created VM compute instance. To find more about shapes, see VM Shapes.</td>
</tr>
<tr>
<td>OCI region</td>
<td>OCI is hosted in regions and availability domains. A region is a localized geographic area, and an availability domain is one or more data centers located within a region. To learn more about regions and availability domains, see Regions and Availability Domains.</td>
</tr>
<tr>
<td>OCI Virtual Cloud Network (VCN) and subnets</td>
<td>A VCN is a software-defined network that you set up in Oracle Cloud Infrastructure data centers in a particular region. To find out more about VCNs and subnets, see VCNs and Subnets and Overview of Networking.</td>
</tr>
<tr>
<td>Oracle Cloud Infrastructure Object Storage (OCI Object Storage)</td>
<td>Oracle Cloud service that hosts containers on Oracle Cloud to store project data. VB Studio uses the buckets to archive build artifacts and Maven artifacts, and export project data.</td>
</tr>
<tr>
<td>Oracle Cloud Applications</td>
<td>Oracle Cloud Applications are a set of modular Cloud-ready enterprise applications. To learn more, see <a href="https://www.oracle.com/applications/">https://www.oracle.com/applications/</a>.</td>
</tr>
<tr>
<td>Extension</td>
<td>An artifact that allows you to extend certain Oracle Cloud Applications to meet your business needs. You deploy an extension to an Oracle Cloud Application's instance.</td>
</tr>
<tr>
<td>Visual Builder</td>
<td>A Visual Builder instance that provides the server for delivering pages in web applications, and services your web and mobile apps might use to access data, including the database used to store data and the proxy server for managing connections to REST services.</td>
</tr>
<tr>
<td>Visual application</td>
<td>A responsive web or native mobile application developed using VB Studio's browser-based development environment. You deploy a visual application to a Visual Builder instance.</td>
</tr>
<tr>
<td>Term</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Project</td>
<td>A project is a collection of VB Studio features. You can use a project to host source code files, track issues, collaborate on code, build, and deploy your applications. A project can host multiple Git repositories. Each Git repository can have multiple branches and hundreds of code files. You can create a merge request for each branch of the Git repository and ask reviewers to review the code. You can create and configure multiple build jobs to generate different project artifacts that you can deploy to Oracle Cloud or your on-premise web server.</td>
</tr>
<tr>
<td>Organization</td>
<td>The top-most entity in the project structure of VB Studio. Think of an organization as the umbrella for all the projects in a given identity domain.</td>
</tr>
<tr>
<td>VB Studio Designer</td>
<td>VB Studio’s browser-based development environment.</td>
</tr>
<tr>
<td>Git repository</td>
<td>A Source Code Management (SCM) and distributed version control tool to host source code files.</td>
</tr>
<tr>
<td>Maven repository</td>
<td>A hosted binary repository to store build artifacts, library files, and dependencies for Maven applications.</td>
</tr>
<tr>
<td>Issue tracker</td>
<td>A built-in issue management system to create and track tasks, defects, and features.</td>
</tr>
<tr>
<td>Environment</td>
<td>Defines the target Oracle Cloud Applications, Visual Builder, Oracle Cloud SaaS, or Oracle Cloud Infrastructure service instance as a single entity. You'll define an environment with a service instance to which you can deploy an application or get information about that service instance.</td>
</tr>
<tr>
<td>Merge request and code review</td>
<td>A method to merge a Git repository branch with another branch. Before merging the branches, team members can review differences between files of both branches and provide their feedback.</td>
</tr>
<tr>
<td>Wiki</td>
<td>Built-in wiki system to help your team author and manage wiki pages.</td>
</tr>
<tr>
<td>Build system</td>
<td>A built-in system to define and automate builds of your applications.</td>
</tr>
<tr>
<td>Continuous Integration (CI) and Continuous Delivery (CD)</td>
<td>Continuous integration is a set of practices that allow development teams to implement small code changes and and push the code to version control repositories, such as Git, frequently. Continuous delivery is a practice that enable developers to produce software in short cycles.</td>
</tr>
<tr>
<td>VM build executor</td>
<td>A OCI Compute VM instance dedicated to run VB Studio builds. Only one build can run on a VM build executor at a time. To learn more, see VM Build Executors.</td>
</tr>
<tr>
<td>Build executor template</td>
<td>A template that defines the operating system and the software installed on a VM build executor. To learn more, see Build Executor Templates.</td>
</tr>
<tr>
<td>Docker image</td>
<td>Defines the operating system and software packages your organization's members need to run builds on a Docker executor. A Docker image can either be imported from an external Docker registry or created from a build executor template.</td>
</tr>
<tr>
<td>Docker deployment VM</td>
<td>An OCI VM compute instance dedicated to run builds of jobs defined in VB Studio projects.</td>
</tr>
<tr>
<td>Docker executor</td>
<td>A VM executor is directly associated with a specific VM but a Docker executor isn't. When a job is created, a Docker image is associated as a build template with the job. Then, when the job's build is triggered, the build is run on any Docker deployment VM.</td>
</tr>
<tr>
<td>Job (or build job)</td>
<td>A configuration that defines your application's builds. You can create a job to perform various actions, such as package artifacts, run shell commands, run unit test scripts, and deploy application artifacts.</td>
</tr>
<tr>
<td>Build</td>
<td>The result from a job’s run.</td>
</tr>
</tbody>
</table>
Term | Description
--- | ---
Pipeline | A path or a chain of builds. A pipeline helps you run continuous integration jobs and reduce network traffic.
Oracle Java Cloud Service | Oracle Cloud service to deploy web applications to a public Oracle WebLogic Server domain on Oracle Cloud.

Access VB Studio

You can access VB Studio using the latest version of Google Chrome, Firefox, and Safari. Google Chrome is the only browser currently certified to work with the VB Studio Designer. Other browsers can be used with the Designer, but some features may not work correctly.

To access VB Studio, you need the service URL, plus your identity domain name, username, and password. If you’re a new user, you can sign in from the Oracle Cloud home page. If you’re a returning user, you can find the service URL from several of the emails you received, the ones with the subject *Welcome to Oracle Visual Builder Studio* or *Verify your Oracle Visual Builder Studio*.

During the onboarding process, you’ll receive a series of emails, including some optional ones:

1. After adding a user, the OCI administrator can choose to send an email to the new user:

   ![Email example](https://example.com/email.png)

   This email serves two purposes: to send the password reset URL and to provide the OCI sign-in url. The Oracle Cloud account name in the email is in double quotes ("myaccount"). If you bookmark the second URL in this email, the sign-in URL, you won’t need the account name for signing in.

2. After the OCI administrator assigns the VB Studio IDCS role to the new user, the user receives this email:
This email shows the Oracle Cloud account name (myaccount), the sign-in URL for Oracle Cloud, and the username (don.developer).

3. After the VB Studio organization administrator adds a new user to a VB Studio project, the new user receives a verification email:

The user needs to click on the verification link in this email to verify their email address to the service.

4. After signing in to VB Studio for the first time, a new user will receive this Welcome email, with the VB Studio sign-in URL:
After an existing user is added to a project, the user receives this email:

![Email](image)

The email contains project information such as the organization name (My Org), the project name (VisualApp), the project's privacy setting (private), the name of the project owner (Alex Admin), a list of the project's members (Developer), and the date and time that the member was added to the project.

**Access VB Studio from the Oracle Cloud Home Page**

You can sign in to and open VB Studio from the Oracle Cloud home page:

1. In a web browser, go to [https://cloud.oracle.com/sign-in](https://cloud.oracle.com/sign-in).
2. On the Sign-In page, in **Account**, enter your Oracle Cloud account or tenancy name and click **Next**.
3. On the Oracle Cloud Account sign-in page, enter your Oracle Cloud account credentials and click **Sign In**.

The Oracle Cloud Console, also called the OCI console, opens.
4. In the upper-left corner, click Navigation Menu.

5. Under More Oracle Cloud Services, select Platform Services and then select VB Studio.

6. On the Instances tab, click Manage this instance and select Access service instance.

If you're signing in to VB Studio for the first time, you should have received an email with the subject Verify your Oracle Visual Builder Studio email. Open the email and click the URL link in the email body to verify your email. This is required to receive email notifications from the service.

After your email address is verified, you'll receive another email with the subject Welcome to Oracle Visual Builder Studio. This email contains the VB Studio URL that you can bookmark.

After you sign in to VB Studio, you'll see the Organization page that displays all the projects you're a member of, as well as your favorite projects, the projects you own, and all the shared projects in your organization.

What Are My Identity Roles?

IDCS roles (also called identity roles) define who can sign in to VB Studio. You may be wondering which type(s) of VB Studio IDCS roles you've been assigned and what your privileges are.

Are you an organization administrator who can manage the VMs and update the organization details (DEVELOPER_ADMINISTRATOR role) or are you a non-admin user who can only create and access VB Studio projects (DEVELOPER_USER role)?

Can you connect to Visual Builder instances (ServiceAdministrator, ServiceDeveloper, ServiceUser role), Oracle Integration/Visual Builder standalone PSM instances (PaasS Administrator role), or Oracle Java Cloud Service (JaaS Administrator role) and deploy build artifacts?

To find out what identity roles you've been assigned:

1. In a web browser, go to https://cloud.oracle.com, and click Sign In.

2. On the Sign-In page, in Account, enter your account or tenant name, and click Next.

3. On the Oracle Cloud Account sign-in page, enter your Oracle Cloud account credentials, and click Sign In.

4. If you land on the My Oracle Services page, click Infrastructure Dashboard.

5. On the OCI Console, click in the top-left corner.

6. Under Governance and Administration, select Identity, and then select Federation.

7. Select the identity service provider.

8. In the IDCS Username column, click your name.

9. Click Manage Service Roles.

10. In the Service column, find the Developer service.
11. Click the three vertical dots on the right, and select **Manage instance access**.
12. In the **Instance Role** column, note your roles.
13. Click **Cancel** to return to the last page.
Get Yourself Set Up

You can set your preferences, including your display name, email address, gravatar, and email notifications, from the User Preferences page.

To get to this page, click the user avatar and select **Preferences**:

![User Preferences Page]

After setting your user preferences, you'll need to set up a Git client and decide whether to display the news banner or hide it.

**Update Your Display Name**

By default, VB Studio displays your Oracle Cloud account name as your display name across all pages. If you want to change it, you can do so from the User Preference page's Profile tab:

1. On the User Preferences page, click the **Profile** tab.
2. In **First Name** and **Last Name**, update your name.

   The name is saved when the focus moves out of the field.
3. To the left of the User Preferences title, click Close to return to the last opened page.

Update Your Email Address

By default, VB Studio displays your Oracle Cloud email address across all pages and sends email notifications, such as merge request notifications and issue notifications, to this email address.

If you want VB Studio email notifications sent to another email address, you can change it on the User Preference page's Profile tab:

- If you're using an email address as your Oracle Cloud login username, your original Oracle Cloud email address continues to be your login username even after you change your email address preference.
- After you provide another email address, you'll receive a verification email. It's important that you take the time to verify the new email address because, if you don't, you won't receive any VB Studio email notifications. You can, however, continue to use VB Studio.

Here's how to change the email address that email notifications will be sent to:

1. On the User Preferences page, click the Profile tab.
2. In the Email Address field, enter your new email address.
   The email address is saved when the focus moves out of the field.
3. Click the Re-send email button.
4. In the email that you receive, click the confirmation link to confirm the email address.
   After the verification, you're redirected to the service page.
5. Open the Profile tab again and verify that the Email Address field displays the Verified label.
6. To the left of the User Preferences title, click Close to return to the last opened page.

Add Your Avatar Picture

VB Studio displays your Gravatar picture as the avatar picture. If you don't have a picture set in Gravatar or don't have a Gravatar account, VB Studio displays your initials instead of your avatar picture. To find out more about Gravatar, see https://gravatar.com/.

Here's how to create a Gravatar account and upload your Gravatar picture:
2. Click **Create Your Own Gravatar**.
3. Follow the on-screen instructions, enter the required details, and sign up.
   - Create your account with the same email address that you used to subscribe to Oracle Cloud.
4. After activating your account, sign in to Gravatar.
5. Upload the avatar picture to your Gravatar account.

The picture uploaded to your Gravatar account is automatically displayed as your avatar picture in VB Studio.

### Configure Your Global Email Notifications

You can configure your preferences to receive email notifications when a component, such as an issue or a Git repository's branch that you're subscribed to is updated. Your preferences apply to all projects in which you are a member. Note that you must respond to the verification email you’ll receive if you want to receive VB Studio email notifications.

Here’s how to set your preferences for email notifications.

1. On the User Preferences page, click the **Notifications** tab.
2. Select or deselect the **Notify Me Of** check boxes.

   Some check boxes are selected by default. For a selected component, its notifications from all projects of the organization where you’re a member are enabled. You must subscribe or set up a watch on the component to get notifications about its updates:

<table>
<thead>
<tr>
<th>Select this check box ...</th>
<th>To receive email notifications about:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Issue updates, attachments and comments</td>
<td>Issues you’re assigned to, or you’re watching.</td>
</tr>
<tr>
<td>Merge Request updates and comments</td>
<td>Merge requests where you’re a reviewer, or you’re watching.</td>
</tr>
<tr>
<td>New features, tips, and events</td>
<td>New features, tips, and events from the VB Studio team.</td>
</tr>
<tr>
<td>Service and system maintenance updates</td>
<td>Service and system maintenance updates from the VB Studio team.</td>
</tr>
<tr>
<td>Build activities</td>
<td>Jobs you’re watching.</td>
</tr>
<tr>
<td>SCM/Push Activities</td>
<td>Git repository branches you’re watching.</td>
</tr>
<tr>
<td>Wiki page updates and comments</td>
<td>Wiki pages you’re watching.</td>
</tr>
<tr>
<td>Project Updates</td>
<td>User updates when you or a user is added to or removed from a project, or the project role is changed.</td>
</tr>
</tbody>
</table>
3. To the left of the **User Preferences** title, click **Close** to return to the last opened page.

## Set Up a Git Client

You can use any Git client, such as the Git command-line interface (CLI), to access Git repositories from your computer. However, you cannot access projects, issues, and builds from a Git client.

### Git Command-Line Interface

Before you can use a Git client to access your project's Git repository, you must first install and configure it on your computer. The Git command line interface (CLI) is the most popular Git client.

Here's how to download, install, and configure the Git CLI:

1. **Download and install the Git CLI.**
   - On Windows, use the Git Bash CLI to access project Git repositories. You can download Git Bash (version 1.8.x or later) from [http://git-scm.com/downloads](http://git-scm.com/downloads).

2. **The VB Studio pages display your username and email address as the committer's name and email ID. Configure variables to set up your name and email address:**

   - **To configure your user name, set the** `user.name` **variable:**
     ```bash
     git config --global user.name "John Doe"
     ```
   - **To configure your email address, set the** `user.email` **variable:**
     ```bash
     git config --global user.email "johndoe@example.com"
     ```
   - **To disable SSL or configure the proxy server, set the** `http.sslVerify` **or** `http.proxy` **variables:**
     ```bash
     git config --global http.sslVerify false
     git config --global http.proxy http://www.testproxyserver.com:80/
     ```
Tip:

To find out the value of a variable, use the `git config <variable>` command:
```
git config user.name
```

Upload Your Public SSH Key

Before you can connect to a Git repository using SSH, you must first generate a private-public RSA SSH key pair and upload the public key to VB Studio. If you use multiple computers to access Git repositories, you'll need to generate an SSH key pair from each computer and upload its public key.

Generate an SSH Key

To generate an RSA SSH key pair, you can use any SSH client, including the Git CLI. These steps assume you're using Git CLI to generate the SSH keys:

1. Open the Git CLI.
2. On the command prompt, enter `ssh-keygen -t rsa`.
   
   To generate a larger key, enter `ssh-keygen -t rsa -b 4096`. If you're using a macOS version 10.13.6 (or higher), enter `ssh-keygen -m PEM -t rsa`.
3. When prompted, enter a file name for the key and press Enter. If you don't want to specify a file name, leave the name blank and press Enter. By default, the key pair files are saved as `id_rsa.pub` and `id_rsa` in the `.ssh` sub-directory under the Git HOME directory. For example, on Windows, the files are saved in `C:\Users\<USER_PROFILE>\.ssh\`.
4. Enter a passphrase and press Enter. If you don't want to specify a passphrase, leave it blank and press Enter.
   
   When prompted to confirm the passphrase, enter the same passphrase. If you didn't specify a passphrase earlier, leave it blank and press Enter.

   By default, Git CLI access the `C:\Users\<USER_PROFILE>\.ssh\` directory to locate the private key. If you are using another Git client, you may need to configure it to access the private SSH key. Check your Git client's documentation to find out how to do that.

Add the Public SSH Key to Your VB Studio Account

After generating an SSH private-public key pair, add the public key to your User Preferences page's Authentication tab.

1. On the computer where you generated the SSH key pair, navigate to the directory where the public key is saved.
2. Open the public key file in a text editor, select the contents, and copy them to the clipboard.
3. In VB Studio, click the user avatar and select Preferences.
4. Click the Authentication tab.
5. Click **Add Key**.

6. In the New SSH Key dialog box, enter a unique name and paste the SSH key that you copied in Step 2.

7. Click **Create**.

8. To the left of the **User Preferences** title, click ⬅️ to return to the last opened page.

---

### Set Up Token-Based Authentication

You can create temporary OAuth access tokens to enable access to VB Studio project operations, including Git, Maven and NPM actions, from your VB Studio account preferences.

Keep the following in mind when creating access tokens:

- You must copy a token immediately after you generate it and paste it somewhere that you can access it later. You won't have another opportunity to access the token.
- After an access token has been created, it can't be edited. If you want to change the permissions for a token, you'll need to delete it and then create a new one.
- If the permissions for a user are changed at the project level, this can affect the token-based authentication.

To create a VB Studio authentication token:

1. Click your VB Studio user avatar and select **Preferences**.
2. Click the **Personal Access Tokens** tab.
3. Click **+ Access Token**.
4. In **Token Label**, add a label for the token.
5. In **Expiration**, choose the expiration time period. You can choose from the list or set a custom time.
6. Specify the permission scope:
   - **Read-only permissions of user**: Gives you read-only access to all projects you are part of.
   - **All user rights**: Applies the token to all of your current project user permissions. This doesn't include ability to create or delete tokens or modify any other profile preferences.
   - **Manually define advanced access level**: Select a project and click in the **Membership and Permission** field to select permissions that you want to assign to the token.
7. Click **Generate**.

   An email notification will be sent to the address of the user registered for the account. This notification is sent for both expiring and non-expiring tokens.

8. Copy the token and paste it in a text file that you can access later. You won't be able to access the token after the dialog is dismissed.

9. Click **Dismiss**.

You can view the details for each token you've created by selecting the token and viewing the information in the **Basic Details** and **Scopes** tabs.

You can also delete the token, which removes any permissions granted by the token.
After a token is deleted, any applications or scripts using that token will no longer have access to the VB Studio API.

**Hide the News Banner**

The header on the Organization and Project Home pages displays a banner with the latest news from the VB Studio team.

To navigate between news pages, click the navigation buttons. To expand or collapse the banner, use the **Expand** or **Collapse** icons. To close the banner, click **Close**.

If the banner isn't visible, here's how to enable it:

1. On the User Preferences page, click the **General** tab.
2. Select the **Show News Banner on Organization and Project Home** check box.
Part II
Common Tasks

You'll perform most of these common tasks as you create and work with projects in Oracle Visual Builder Studio.

Topics:

• Work with Projects
• Manage Source Code Files with Git
• Create and Use Environments
• Use Workspaces and the Designer
• Build Your Applications
• Deploy and Manage Your Applications
Work with Projects

After signing in to VB Studio, you can create a project, open a shared project, or open a project you're a member of.

After creating a project, you can add users, set up environments, and manage the projects. Optionally, you can start creating issues to track your work, and defining Agile boards and sprints to manage your team's progress.

What Is a Project?

A project collects all the people, tools, and processes you need to complete a unit of work in VB Studio.

You can use a project to host source code files, track issues, collaborate on code, and build and deploy your applications. A project can host multiple Git repositories, and each Git repository can have multiple branches and hundreds of code files. If your team is extending Oracle Cloud Applications, you'll probably want to set things up so that you have a single project dedicated to work with a single repository for each Application.

Within the project, you can require team members to create a merge request for each branch of the Git repository and ask reviewers to review and approve the code. You can create and configure multiple build jobs to generate different project artifacts that you can deploy to Oracle Cloud or your on-premise web server.

What Are Project Memberships?

Here's what you can do in VB Studio pages, depending on your project membership status:

<table>
<thead>
<tr>
<th>This project membership...</th>
<th>Enables a user to:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Organization Administrator</td>
<td>Access and manage all projects of the organization, and set connections to OCI and OCI Classic. Individuals that head up organizations and members of the IT department are assigned this membership. The individual that creates the service instance is automatically assigned this membership.</td>
</tr>
<tr>
<td>Project Owner</td>
<td>Access all components of the project and perform project management and administrative tasks, such as adding or removing Git repositories, managing project users, assigning default reviewers, and configuring Webhooks. Project managers and team leaders are assigned this membership. The individual that creates the project is automatically assigned this membership.</td>
</tr>
<tr>
<td>Developer</td>
<td>Access most components of the project, but has restricted project management or administrative actions. Senior developers are assigned this membership.</td>
</tr>
</tbody>
</table>
This project membership... Enables a user to:

Developer Limited  Access some components of the project, but has restricted job configuration, environment management, board management, project management, and administrative actions. Junior developers and members of the QA team are assigned this membership.

Contributor  Access the project's components in read-only mode but can enter comments, update issues, view wikis, and download build artifacts. Usually, new developers, technical writers, and other members are assigned this membership.

Non-member  Access the same things as the Contributor membership, but for shared projects only.

Check Your Project Membership

To see what membership you have for a project, sign in to VB Studio and click the project's name:

<table>
<thead>
<tr>
<th>To discover</th>
<th>Do this:</th>
</tr>
</thead>
</table>
| If you’re the organization administrator | In the branding bar, click the user avatar, then click **Contacts**. If you see your name listed under Organization Admins, you’re assigned the Organization Administrator role.  
Another way to check is to select **Organization** in the left navigator to display the Organization page. If you see a series of tabs (Projects, OCI Account, Virtual Machines, Virtual Machines Templates, Component Exchange, Properties), you’re an organization administrator. If you just see a list of projects, you have been assigned some other role. |
| Projects you own                   | On the Organization or Project Home page, click the **Owner** toggle button.                                                                                                                                                                                                 |
| Projects in which you're a member  | On the Organization or Project Home page, click the **Member** toggle button.                                                                                                                                                                                                 |
To discover
Your project membership status

Do this:

1. In the left navigator, click **Project Home** 
2. On the right side of the page, click the **Team** tab.

If you see the **Owner** tag next to your name, you're a project owner. If you don't see the **Owner** tag next to your name, you're a project member. The Developer, Developer Limited, or Contributor tag next to your name indicates your project membership. If you can't find your name, you're a non-member.

For example, in this graphic, Alex Admin is a project owner, Clara Coder is a Developer Limited, and Don Developer is a Developer:

---

What Can I Do at the Project Level?

The actions you can perform in VB Studio depend on your project membership status.

Here's what you can do in VB Studio pages, depending on your project membership status:

<table>
<thead>
<tr>
<th>Action</th>
<th>Organization Administrator</th>
<th>Project Owner</th>
<th>Developer</th>
<th>Developer Limited</th>
<th>Contributor</th>
<th>Non-member</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Git Repository</strong></td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
</tr>
<tr>
<td>Create, edit, or delete a Git repository</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
</tr>
<tr>
<td>Push commits to a Git repository</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
</tr>
</tbody>
</table>

---

Chapter 3
What Is a Project?
<table>
<thead>
<tr>
<th>Action</th>
<th>Organization Administrator</th>
<th>Project Owner</th>
<th>Developer</th>
<th>Developer Limited</th>
<th>Contributor</th>
<th>Non-member</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clone and read files from a Git repository</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td><strong>Maven Repository</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Write or upload files to the Maven repository</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Read files from the Maven repository</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td><strong>NPM Registry</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Read packages from the project's NPM registry</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Publish packages to the project's NPM registry</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Snippets</strong></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>View snippets</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
<td>✓</td>
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<tr>
<td>Create, edit, and delete snippets</td>
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<tr>
<td><strong>Merge Requests</strong></td>
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</tr>
<tr>
<td>Search and view merge requests</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Add comments to merge requests</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Create, merge, and close merge requests</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
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<tr>
<td>Add and remove reviewers</td>
<td>✓</td>
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<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Add and remove linked issues</td>
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<td>✓</td>
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<td>✓</td>
</tr>
<tr>
<td>Action</td>
<td>Organization Administrator</td>
<td>Project Owner</td>
<td>Developer</td>
<td>Developer Limited</td>
<td>Contributor</td>
<td>Non-member</td>
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<td>Add and remove linked builds</td>
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<td>Start linked builds</td>
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<td>Issues</td>
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<tr>
<td>Search and view issues</td>
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<td>✓</td>
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<tr>
<td>Create and edit issues</td>
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<td>Agile</td>
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<tr>
<td>View boards</td>
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<td>(backlog, active sprints</td>
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<td>and issues, but not reports)</td>
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<tr>
<td>Create, copy, and edit one's</td>
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<td>own boards</td>
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<tr>
<td>Copy and edit boards owned</td>
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<td>by others</td>
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<tr>
<td>Delete one's own boards</td>
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<td>Delete boards</td>
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<td>owned by others</td>
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<td>View sprint reports</td>
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<td>Wikis</td>
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<td>View wiki pages</td>
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<tr>
<td>Add comments to wiki pages</td>
<td>✓</td>
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<td>but cannot change page</td>
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<td>content</td>
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<tr>
<td>Create, edit, and delete</td>
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<td>wiki pages</td>
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<tr>
<td>Builds</td>
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<tr>
<td>View builds</td>
<td>✓</td>
<td>✓</td>
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<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Action</td>
<td>Organizational Administrator</td>
<td>Project Owner</td>
<td>Developer</td>
<td>Developer Limited</td>
<td>Contributor</td>
<td>Non-member</td>
</tr>
<tr>
<td>----------------------------------------------------------------------</td>
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</tr>
<tr>
<td>Run builds and receive build notifications</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
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<td>✓</td>
</tr>
<tr>
<td>Create, configure, and delete jobs</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Create, configure, and delete pipelines</td>
<td>✓</td>
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</tr>
<tr>
<td><strong>Environments</strong></td>
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</tr>
<tr>
<td>View environments</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Start and stop instances in environments</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td>✓</td>
</tr>
<tr>
<td>Create, configure, and delete environments</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Add and remove instances</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
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<td></td>
<td>✓</td>
</tr>
<tr>
<td><strong>Workspaces</strong></td>
<td></td>
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<td></td>
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</tr>
<tr>
<td>View workspaces</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td>✓</td>
</tr>
<tr>
<td>Add and manage workspaces</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td>✓</td>
</tr>
<tr>
<td><strong>Releases</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>View releases</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Create, edit, and delete releases</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td><strong>Docker</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>View a Docker registry</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Write to a Docker registry</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td><strong>Projects</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Permissions for the Project Home Page

Depending on your project membership status, you have varying privileges on the Project Home page, particularly in the areas of Recent Activities, the Repositories tab, the Graphs and Statistics tab, and the Team tab.

Workspaces Panel

Here's what you can do in the Workspaces panel, depending on your project membership status:

<table>
<thead>
<tr>
<th>Action</th>
<th>Organization Administrator</th>
<th>Project Owner</th>
<th>Developer</th>
<th>Developer Limited</th>
<th>Contributor</th>
<th>Non-member</th>
</tr>
</thead>
<tbody>
<tr>
<td>View the project's workspaces</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
</tr>
<tr>
<td>Open a workspace in the Designer</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
</tr>
</tbody>
</table>

Environments Panel

Here's what you can do in the Environments panel, depending on your project membership status:

<table>
<thead>
<tr>
<th>Action</th>
<th>Organization Administrator</th>
<th>Project Owner</th>
<th>Developer</th>
<th>Developer Limited</th>
<th>Contributor</th>
<th>Non-member</th>
</tr>
</thead>
<tbody>
<tr>
<td>View the project's environments</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
</tr>
<tr>
<td>Select an environment and open it in the Environment's page</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
</tr>
</tbody>
</table>
Recent Activities Feed

Here's what you can do in the Recent Activities feed, depending on your project membership status:

<table>
<thead>
<tr>
<th>Action</th>
<th>Organization Administrator</th>
<th>Project Owner</th>
<th>Developer</th>
<th>Developer Limited</th>
<th>Contributor</th>
<th>Non-member</th>
</tr>
</thead>
<tbody>
<tr>
<td>View the recent activities feed</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Filter the recent activities feed</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Search activities</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
</tbody>
</table>

Repositories Tab

Here's what you can do on the Repositories tab, depending on your project membership status:

<table>
<thead>
<tr>
<th>Action</th>
<th>Organization Administrator</th>
<th>Project Owner</th>
<th>Developer</th>
<th>Developer Limited</th>
<th>Contributor</th>
<th>Non-member</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create a Git repository</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>View Git repositories</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Mark a Git repository as your favorite</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Copy a Git repository’s URL</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Browse the Maven repository</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Copy the Maven repository’s URL</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Browse a project’s NPM registry and copy its URL</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
</tbody>
</table>
### What Else Can I Do Within a Project?

Depending on your project membership status, your permissions allow you varying privileges in these areas:

- Permissions for Working with Git Repositories
- Permissions for Merge Requests
- Permissions for Maven
- Permissions for Docker
- Permissions for Jobs, Builds, and Pipelines
- Permissions for Maven
- Permissions for Docker
- Permissions for Jobs, Builds, and Pipelines
- Permissions for Releases
- Permissions for Environments
- Permissions for Workspaces
- Permissions for Issues
- Permissions for Agile Boards and Sprints
- Permissions for Issues
- Permissions for Agile Boards and Sprints
- Permissions for Wikis
- Permissions for Snippets

Permissions for Working with Git Repositories

Here's how you can interact with Git repositories, depending on your project membership status:

<table>
<thead>
<tr>
<th>Action</th>
<th>Organization Administrator</th>
<th>Project Owner</th>
<th>Developer</th>
<th>Developer Limited</th>
<th>Contributor</th>
<th>Non-member</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create a hosted Git repository, add an external Git repository, or import a Git repository</td>
<td>✅</td>
<td>✅</td>
<td>✅</td>
<td>✅</td>
<td></td>
<td>✅</td>
</tr>
<tr>
<td>Clone the Git repository</td>
<td>✅</td>
<td>✅</td>
<td>✅</td>
<td>✅</td>
<td>✅</td>
<td>✅</td>
</tr>
<tr>
<td>Push commits to the Git repository</td>
<td>✅</td>
<td>✅</td>
<td>✅</td>
<td>✅</td>
<td></td>
<td>✅</td>
</tr>
<tr>
<td>Set a Git repository's default branch</td>
<td>✅</td>
<td>✅</td>
<td>✅</td>
<td>✅</td>
<td></td>
<td>✅</td>
</tr>
<tr>
<td>Action</td>
<td>Organization Administrator</td>
<td>Project Owner</td>
<td>Developer</td>
<td>Developer Limited</td>
<td>Contributor</td>
<td>Non-member</td>
</tr>
<tr>
<td>----------------------------------------------------------</td>
<td>----------------------------</td>
<td>---------------</td>
<td>-----------</td>
<td>-------------------</td>
<td>-------------</td>
<td>------------</td>
</tr>
<tr>
<td>Set Git repository branch restrictions</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>View file contents and commits</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Create or delete branches and tags</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td>✓</td>
</tr>
<tr>
<td>Compare files and revisions</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
</tr>
<tr>
<td>Lock or protect a branch</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td>✓</td>
</tr>
<tr>
<td>Download an archived branch or a tag</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Add comments to commits</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>View graphical history of commits</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
</tr>
<tr>
<td>Index a Git repository</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Delete a Git repository</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
<td>✓</td>
</tr>
</tbody>
</table>

Both Developers and Developer Limiteds can use the VB Studio UI to create repositories, but must use the Git command line to delete the repositories created with the UI. Project Owners can delete repositories by using the Project Administration pages.

Non-members can clone a Git repository and make commits to it, but they can't push the commits to the remote Git repository.

Permissions for Merge Requests

Here's what you can do with merge requests, depending on your project membership status:
<table>
<thead>
<tr>
<th>Action</th>
<th>Organizational Administrator</th>
<th>Project Owner</th>
<th>Developer</th>
<th>Developer Limited</th>
<th>Contributor</th>
<th>Non-member</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create a merge request</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
</tr>
<tr>
<td>Add comments or reply to a comment</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Subscribe to merge request email notifications</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
</tbody>
</table>

Reviewers are automatically subscribed to merge request email notifications. Non-members can subscribe to email notifications by opening the merge request and clicking the **CC Me** button.

When a merge request is created, all reviewers are assigned the Reviewer role. The individual that submits the request is assigned the Requester role. This table lists additional actions Reviewers and Requesters can perform:

<table>
<thead>
<tr>
<th>Action</th>
<th>Requester</th>
<th>Reviewer</th>
<th>Other Users</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add or remove reviewers</td>
<td>✓</td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>Approve or reject a merge request</td>
<td>✓</td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>Merge branches or close a merge request</td>
<td>✓</td>
<td>✓</td>
<td></td>
</tr>
</tbody>
</table>

A Project Owner can approve or reject a merge request, merge branches, or close a merge request, even if he or she isn't assigned the Reviewer role.

**Permissions for Maven**

Here's how you can interact with a project's Maven repository, depending on your project membership status:

<table>
<thead>
<tr>
<th>Action</th>
<th>Organizational Administrator</th>
<th>Project Owner</th>
<th>Developer</th>
<th>Developer Limited</th>
<th>Contributor</th>
<th>Non-member</th>
</tr>
</thead>
<tbody>
<tr>
<td>Browse the Maven repository</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
</tr>
</tbody>
</table>
### Permissions for Docker

Here's how you can interact with Docker registries, repositories, and images, depending on your project membership status:

<table>
<thead>
<tr>
<th>Action</th>
<th>Organization Administrator</th>
<th>Project Owner</th>
<th>Developer</th>
<th>Developer Limited</th>
<th>Contributor</th>
<th>Non-member</th>
</tr>
</thead>
<tbody>
<tr>
<td>Link an external Docker registry</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>View external Docker registries, their repositories, and images</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Download an external Docker registry repository's image manifest</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
</tbody>
</table>
Permissions for Jobs, Builds, and Pipelines

Here's how you can interact with a project's jobs, builds, and pipelines, depending on your project membership status:

<table>
<thead>
<tr>
<th>Action</th>
<th>Organization Administrator</th>
<th>Project Owner</th>
<th>Developer</th>
<th>Developer Limited</th>
<th>Contributor</th>
<th>Non-member</th>
</tr>
</thead>
<tbody>
<tr>
<td>Delete an external Docker registry repository's image manifest</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Action</th>
<th>Organization Administrator</th>
<th>Project Owner</th>
<th>Developer</th>
<th>Developer Limited</th>
<th>Contributor</th>
<th>Non-member</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set up connections to OCI Compute and OCI Object Storage</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Create, configure, and manage build executor templates</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Add and manage VM build executors</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Create a job</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>View job details</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>View job configurations</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>Edit job configurations</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Run a build</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Download artifacts</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>Action</td>
<td>Organization Administrator</td>
<td>Project Owner</td>
<td>Developer</td>
<td>Developer Limited</td>
<td>Contributor</td>
<td>Non-member</td>
</tr>
<tr>
<td>--------</td>
<td>-----------------------------</td>
<td>---------------</td>
<td>-----------</td>
<td>-------------------</td>
<td>--------------</td>
<td>------------</td>
</tr>
<tr>
<td>View logs, including build console, audit, and Git polling logs</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Disable or delete a job</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Create a pipeline</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Configure a pipeline</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>View a pipeline's instances</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Delete a pipeline</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Permissions for Releases**

Here's how you can interact with releases, depending on your project membership status:

<table>
<thead>
<tr>
<th>Action</th>
<th>Organization Administrator</th>
<th>Project Owner</th>
<th>Developer</th>
<th>Developer Limited</th>
<th>Contributor</th>
<th>Non-member</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create a release</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Clone or edit a release</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Delete a release</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Permissions for Environments**

Here's how you can interact with a project's environments, depending on your project membership status:

<table>
<thead>
<tr>
<th>Action</th>
<th>Organization Administrator</th>
<th>Project Owner</th>
<th>Developer</th>
<th>Developer Limited</th>
<th>Contributor</th>
<th>Non-member</th>
</tr>
</thead>
<tbody>
<tr>
<td>View an environment</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
</tbody>
</table>
### Permissions for Workspaces

Here's how you can interact with a project's workspaces, depending on your project membership status:

<table>
<thead>
<tr>
<th>Action</th>
<th>Organization Administrator</th>
<th>Project Owner</th>
<th>Developer</th>
<th>Developer Limited</th>
<th>Contributor</th>
<th>Non-member</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create/delete an environment</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Add an instance to/remove an instance from an environment</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Start/stop instances in an environment</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Managing a workspace includes such tasks as renaming, assigning a new owner to, and deleting a workspace.

### Permissions for Issues

Here's how you can interact with a project's issue tracking system, depending on your project membership status:

<table>
<thead>
<tr>
<th>Action</th>
<th>Organization Administrator</th>
<th>Project Owner</th>
<th>Developer</th>
<th>Developer Limited</th>
<th>Contributor</th>
<th>Non-member</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create an issue</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Update an issue</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
## Permissions for Agile Boards and Sprints

Project memberships Here’s how you can interact with a project’s Agile boards and sprints, depending on your project membership status:

<table>
<thead>
<tr>
<th>Action</th>
<th>Organization Administrator</th>
<th>Project Owner</th>
<th>Developer</th>
<th>Developer Limited</th>
<th>Contributor</th>
<th>Non-member</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create a board</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Use Scrum board</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Use Kanban board</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>View burndown charts and sprint reports</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
</tbody>
</table>

When you create a board, you become the owner of the board. As the board owner, you have special privileges over the board and sprint-related actions:

<table>
<thead>
<tr>
<th>Action</th>
<th>Board Owner</th>
<th>Other Project Members</th>
<th>Non-Member</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add issues to a sprint</td>
<td>✓</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Start a sprint</td>
<td>✓</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Delete a sprint</td>
<td>✓</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Configure the board</td>
<td>✓</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Permissions for Wikis

Here's how you can interact with wiki pages, depending on your project membership status:

<table>
<thead>
<tr>
<th>Action</th>
<th>Organization Administrator</th>
<th>Project Owner</th>
<th>Developer</th>
<th>Developer Limited</th>
<th>Contributor</th>
<th>Non-member</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set the organization's default wiki markup language</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Set the project's wiki markup language</td>
<td>✓ ✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Create a wiki</td>
<td>✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>View a wiki page</td>
<td>✓ ✓ ✓ ✓ ✓ ✓ ✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Edit a wiki page</td>
<td>✓ ✓ ✓ ✓ ✓ ✓ ✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Delete a wiki page</td>
<td>✓ ✓ ✓ ✓ ✓ ✓ ✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The Project Owner (or member, if allowed) can grant edit and delete rights over a wiki page to all users, or restrict edit access to members or Project Owners only.

Permissions for Snippets

Here's how you can interact with snippets, depending on your project membership:

<table>
<thead>
<tr>
<th>Action</th>
<th>Organization Administrator</th>
<th>Project Owner</th>
<th>Developer</th>
<th>Developer Limited</th>
<th>Contributor</th>
<th>Non-member</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create a snippet</td>
<td>✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>View snippet files</td>
<td>✓ ✓ ✓ ✓ ✓ ✓ ✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Insert a snippet file or copy a snippet file's text</td>
<td>✓ ✓ ✓ ✓ ✓ ✓ ✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Action</td>
<td>Administrator</td>
<td>Owner</td>
<td>Developer</td>
<td>Limited</td>
<td>Contributor</td>
<td>Non-member</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>---------------</td>
<td>-------</td>
<td>-----------</td>
<td>---------</td>
<td>-------------</td>
<td>------------</td>
</tr>
<tr>
<td>Clone the snippet Git repository</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
</tr>
<tr>
<td>Push the commits to the snippet's Git repository</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Download the archive of the snippet's Git repository</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
</tr>
<tr>
<td>Like a snippet</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
</tr>
<tr>
<td>Add comments</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
<td>✔️</td>
</tr>
</tbody>
</table>

A non-member can clone the snippet's repository and make commits, but can't push the commits to the snippet's Git repository.

If you're a snippet owner, you can also perform these actions:

<table>
<thead>
<tr>
<th>Action</th>
<th>Snippet Owner</th>
<th>Other Project Members</th>
<th>Non-Member</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add, update, or remove snippet files</td>
<td>✔️</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Create a snippet from the selection</td>
<td>✔️</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Delete a snippet</td>
<td>✔️</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## Open a Project

You can open a project only if you're a member or an owner, or if the project is shared. To open a project, click its name as it appears on the Organization page. To search for a project, use the filter toggle buttons or the search box:
To quickly access a project, click Favorite ⭐ and add it to your favorites list. To see your favorite projects, click the Favorites toggle button.

If you’re invited to join a project, you’ll find the project link in the email you received when you were added to the project.

To switch to another project from an open project, click ⬤ next to the project name. From the menu, click the project name to open it.
After opening the project, you land on the Project Home page.

Create a Project

From the Organization page, you can create different types of projects:

- Empty Project
- With an Initial Git Repository
- From an Exported Project
- From a Project Template

Empty Project

If you haven’t decided which applications you want to upload, or want to start from scratch, create an empty project that has no pre-configured Git repository or any other artifact:

1. On the Organization page, click + Create.
2. On the Project Details page of the New Project wizard, in Name and Description, enter a unique project name and a project description.
3. In Security, select the project’s privacy.
4. Click Next.
5. On the Template page, select Empty Project, and click Next.
6. On the Project Properties page, from Wiki Markup, select the project's wiki markup language.
Project team members use the markup language to format wiki pages and comments.

7. Click **Finish**.

### With an Initial Git Repository

If you plan to upload application files soon after you create a project, you should create a project with an initial Git repository. You can choose the Git repository to be empty, populated with a readme file, or populated with data imported from another Git repository:

1. On the Organization page, click **+ Create**.
2. On the Project Details page of the New Project wizard, in **Name** and **Description**, enter a unique project name and a project description.
3. In **Security**, select the project's privacy.
4. Click **Next**.
5. On the Template page, select **Initial Repository**, and click **Next**.
6. On the Project Properties page, from **Wiki Markup**, select the project's wiki markup language.
   
   Project team members use the markup language to format wiki pages and comments.

   7. In **Initial Repository**, specify how to initialize the Git repository.
      - If you prefer a blank repository or want to push a local Git repository to the project, select **Empty Repository**.
      - Some Git clients can't clone an empty Git repository. Select **Initialize repository with README file** if you're using such a client. VB Studio creates a `readme.md` file in the Git repository.

      You can edit the contents of the `readme.md` file after creating the project, or delete the file if you don't want to use it.

      - To import a Git repository from another platform such as GitHub or Bitbucket, or from another project, select **Import existing repository**.

      In the text box, enter the external Git repository's URL. If the repository is password protected, enter the credentials in **Username** and **Password**. Note that VB Studio doesn't store your credentials.

8. Click **Finish**.

### From an Exported Project

If you've created a project before and backed up its data to an OCI Object Storage bucket or an OCI Object Storage Classic container, you can create a project and import the data from the backed up project.

To import project data from an OCI Object Storage bucket or OCI Object Storage Classic container, you need this information:

<table>
<thead>
<tr>
<th>OCI Object Storage</th>
<th>OCI Object Storage Classic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target bucket's name</td>
<td>Target container's name</td>
</tr>
</tbody>
</table>
After you have all the required input values, import the project:

1. On the Organization page, click + Create.
2. On the New Project wizard's Project Details page, in Name and Description, enter a unique project name and a project description.
3. In Security, select the project's privacy setting.
4. Click Next.
5. On the Template page, select Import Project, and click Next.
6. To import the project from an OCI Object Storage bucket, in the Project Properties page's Storage Connection section, in Account Type, select OCI and enter the required details:
   a. In Tenancy OCID, enter the tenancy's OCID copied from the Tenancy Details page.
   b. In User OCID, enter the user's OCID value (for a user that can access the bucket).
   c. In Home Region, select the OCI account's home region.
   d. In Private Key, enter the user's private key (for a user who can access the bucket).
   e. In Passphrase, enter the passphrase used to encrypt the private key. If a passphrase wasn't used, leave the field empty.
   f. In Fingerprint, enter the private-public key pair's fingerprint value.
   g. In Compartment OCID, enter the compartment's OCID copied from the Compartments page.
   h. In Storage Namespace, enter the storage namespace copied from the Tenancy Details page.
7. To import the project from an OCI Object Storage Classic container, in Account Type, select OCI Classic. Then, enter the required details:
   a. In Service ID, enter the value copied from the last part of the REST Endpoint URL field on the Service Details page.
      For example, if REST Endpoint URL's value is https://demo12345678.storage.oraclecloud.com/v1/Storage-demo12345678, enter Storage-demo12345678.
   b. In Username and Password, enter the user credentials for a user who can access the archive file.
   c. In Authorization URL, enter the URL copied from the Service Details page's Auth V1 Endpoint field:
8. Click **Next**.


   Project team members use the markup language to format wiki pages and comments.

10. In **Container**, select the storage bucket or the container where the data was exported.

11. In **File**, select the exported file.

12. Click **Finish**.

   If the import fails, an empty project will be created. You can try to import the data again without creating a project. To check the import log, under **Project Settings**, in the **Data Export/Import** page's **History** tab.

### From a Project Template

Using a project template, you can quickly create a project with predefined and populated artifacts, such as Git repositories and build jobs. When you create a project from a project template, the defined artifacts of the project template are copied to the new project. If you don’t want to use a copied artifact, you can delete it. Note that after you create a project from a template, updates made to the project template won’t be reflected in the project you created.

These types of project templates are available:

<table>
<thead>
<tr>
<th>Project Template</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Public templates</td>
<td>The VB Studio team creates and manages the public templates. They are available to all users across all identity domains and are marked by a <strong>Public Template</strong> label.</td>
</tr>
<tr>
<td>Shared templates</td>
<td>Your organization users create and manage shared templates. They are listed by name and are available to all users of the organization.</td>
</tr>
<tr>
<td>Private templates</td>
<td>Not listed by name to general users, but accessible through their private keys. To create a project from a private project template, you must have its private key. Private templates are visible by name only to the members of the project template.</td>
</tr>
</tbody>
</table>

1. On the Organization page, click **+ Create**.

2. On the Project Details page of the New Project wizard, in **Name** and **Description**, enter a unique project name and a project description.

3. In **Security**, select the project's privacy.

4. Click **Next**.

5. On the Template page, select the project template, and click **Next**:

   • To create a project for a visual application, select the **Visual Application** template, follow the instructions in Create a Project for Visual Applications, and see what was created for you in the project.
• To create a project for an extension, select the Application Extension template, follow the instructions in Create a Project for Fusion Application Configuration, and see what was created for you in the project.

• To create a project from a private template, select Private Template, and click Next. On the Private Template Selection page, enter the private key in Private Key, and click Next.

6. On the Project Properties page, from Wiki Markup, select the project’s wiki markup language.

The markup language is used to format wiki pages, and comments on Issues and Merge Request pages.

7. Click Finish.

In the new project, these artifacts are copied from the project template:

<table>
<thead>
<tr>
<th>Artifacts</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Git repositories</td>
<td>The project template’s defined Git repositories are copied to the new project. You can use the copied Git repositories and modify their files, or delete them.</td>
</tr>
<tr>
<td></td>
<td>In the left navigator, click Git to view the copied Git repositories.</td>
</tr>
<tr>
<td>Build jobs and pipelines</td>
<td>All the project template’s build jobs and pipelines are copied to the new project. You can change these jobs, create their copies, or delete them.</td>
</tr>
<tr>
<td></td>
<td>In the left navigator, click Builds to view the copied jobs and pipelines.</td>
</tr>
<tr>
<td>Wiki pages</td>
<td>All the project template’s wiki pages are copied to the new project. You can change the wiki pages or delete them.</td>
</tr>
<tr>
<td></td>
<td>In the left navigator, click Wiki to see the copied wiki pages.</td>
</tr>
<tr>
<td>Announcements</td>
<td>All the project template’s active project announcements are copied to the new project. You can’t edit the copied announcements since they are read-only, but you can activate or deactivate them.</td>
</tr>
<tr>
<td></td>
<td>In the left navigator, click Project Administration, and then click Announcements to activate or deactivate them.</td>
</tr>
<tr>
<td>Links</td>
<td>All the project template’s link rules are copied to the new project. Link rules enable you to convert plain text to links when the text is entered in the commit and merge request comments.</td>
</tr>
<tr>
<td></td>
<td>In the left navigator, click Project Administration, and then click Links to see the copied link rules.</td>
</tr>
</tbody>
</table>

**Set Project Privacy**

A project can be private or shared; it cannot be public. You can define a project’s visibility when you create it, or from its properties page later.

Private projects are accessible to invited users only. Shared projects are accessible to all users of the organization. Any user can view the source code, create or update issues, edit wiki pages, and interact with project builds. However, only invited users can make updates to the source code in Git repositories, create and run build jobs, and perform deployment operations. See What Are Project Memberships? to learn more about VB Studio project memberships.
Manage Project Users and Groups

After creating a project, you'll probably want to add team members to collaborate with. You may also want to allow or limit their access to project data or actions they can perform on the project.

You must have the Project Owner project membership to add and manage project users (team members) and groups from the Project Home page's Team tab. If you're a team member with read/write permissions (a Project Owner, Developer, or Developer Limited member), you can also create a local VB Studio group from the Organization page. See Manage Local VB Studio Groups for more information.

You can add users who are assigned the DEVELOPADMINISTRATOR (Developer Service Administrator) or the DEVUSER (Developer Service User) identity domain role to your project. If your organization administrator has already created VB Studio user groups or imported Oracle Identity Cloud Service (IDCS) groups to VB Studio, you can add them too.

Note that you can't add or remove users from the imported IDCS group. Only your organization administrator can, from the IDCS Console. After users have been added to or removed from that IDCS group, you should be able to see the changes after the imported IDCS group syncs with VB Studio, which happens about every five minutes.

You'll also have to contact your organization administrator to add a user who doesn't have the required identity domain role. To find your organization administrator, click Contacts under your user profile. Your administrator, or a list of administrators, will be displayed.

When you add a user or a group, you assign one of these membership types:

- Project Owner
- Developer
- Developer Limited
- Contributor

You can manage project users and from the Team tab, performing the administrative tasks shown in this table:

<table>
<thead>
<tr>
<th>If you want to:</th>
<th>Do this:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add a user to the project</td>
<td>1. In the left navigator, click Project Home.</td>
</tr>
<tr>
<td></td>
<td>2. Click the Team tab.</td>
</tr>
<tr>
<td></td>
<td>3. Click + Add Member.</td>
</tr>
<tr>
<td></td>
<td>4. Click the Username drop-down list.</td>
</tr>
<tr>
<td></td>
<td>5. Under Users, select the user.</td>
</tr>
<tr>
<td></td>
<td>If you can't find a particular user, enter the user's name or</td>
</tr>
<tr>
<td></td>
<td>username in the search box. As you begin typing, users matching</td>
</tr>
<tr>
<td></td>
<td>the search term are displayed.</td>
</tr>
<tr>
<td></td>
<td>6. From the membership option types, select the user's membership.</td>
</tr>
<tr>
<td></td>
<td>7. Click Add.</td>
</tr>
</tbody>
</table>


<table>
<thead>
<tr>
<th>If you want to:</th>
<th>Do this:</th>
</tr>
</thead>
</table>
| Add a group to a project            | 1. In the left navigator, click **Project Home**.  
2. Click the **Team** tab.  
3. Click **+ Add Member**.  
4. Click the **Username** drop-down list.  
5. Under **Groups**, select the group.  
6. From the membership option types, select the membership you want to assign to the group’s members.  
7. Click **Add**.                                                                 |
| Add multiple users or groups to the project | 1. In the left navigator, click **Project Home**.  
2. Click the **Team** tab.  
3. Click **+ Add Member**.  
4. Click the **Username** drop-down list.  
5. From the drop-down list, select a user or a group. Click **Username** again to select another user or group.  
If you can’t find a particular user, enter the user’s name or username in the search box. As you begin typing, users matching the search term are displayed.  
6. From the membership option types, select the user’s membership.  
7. Click **Add**.                                                                 |
| Change a user’s or a group’s project membership | To change a user’s or a group’s project membership, click the **Change Membership** icon.  
From the dropdown, select a new project membership (Contributor, Developer, Developer Limited, or Project Owner). |
| Remove a user or a group from the project | Before removing a user, change the ownership of any assigned issues and merge requests to another user.  
Select the user or group you want to remove, then click **Remove**.  
Note that you can’t remove a user from a group. To do that, you need to contact your organization administrator. |

### Manage Local VB Studio Groups

Any user in the organization who doesn’t have organization administrator rights can create a local VB Studio group. However, only an organization administrator with the DEVELOPER_ADMINISTRATOR VB Studio role can create an IDCS group and import it into VB Studio. So, any user with the DEVELOPER_USER VB Studio role (any user with a Project Owner, Developer, Developer Limited, or Contributor project membership) can create a local VB Studio group.

After you create a local VB Studio local group, you can add more members to or remove members from it, add the local group to projects, and delete local groups you’ve created. You can't modify or delete a local group you didn't create. When you add a local VB Studio group to a project, you can assign a common membership type to all of that group’s users.
You can use the groups you define to:

- Restrict build access (see Configure a Job's Privacy Setting)
- Protect Git branches (see Protect a Branch)
- Select reviewers to review source code changes in merge requests (see Create a Merge Request and Add or Remove Reviewers)

This table describes the actions you can perform to create and manage local VB Studio groups.

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
</table>
| Create a VB Studio local group                   | 1. In the left navigator, click Organization ☰.  
2. Click the Groups tab.  
3. Click + Create Group.  
4. In Type, if not already selected, select the VB Studio tile.  
5. In Name and Description (optional), enter the group's name and description.  
6. To see all members you can add, click the members list. Users who are assigned the DEVELOPER_ADMINISTRATOR or the DEVELOPER_USER IDCS role are displayed.  
7. From the users drop-down list, select users to add to the group. If you can't find a particular user, enter the user's name or username in the search box. As you type, the drop-down list displays users matching the search term.  
8. Click Create.  |
| See a local group's members                      | 1. In the left navigator, click Organization ☰.  
2. Click the Groups tab.  
3. Locate the VB Studio group and click the user gravatars in the Members column.  |
| Add members to an existing VB Studio local group you’ve created | 1. In the left navigator, click Organization ☰.  
2. Click the Groups tab.  
3. Locate the VB Studio group and click Add Member to the Group ☰.  
4. Click the members drop-down list.  
5. Select the user from the drop-down list. If you can't find the user, enter the user's name or username in the search box. As you type, users matching the search term are displayed.  
6. Click Add.  
7. In the Members tab, verify the added members.  
8. Click Close.  |
### Manage Project Users and Groups

#### Action | How To
---|---
Remove members from a VB Studio local group
1. In the left navigator, click Organization.
2. Click the Groups tab.
3. Locate and double-click the VB Studio local group you created.
4. In the Members tab, select the members to remove.
5. Click Remove Members.
6. Click Remove Members to confirm.

Add a local group to a project
1. In the left navigator, click Organization.
2. Click the Groups tab.
3. Locate the VB Studio group and click Add Group to a Project.
4. From the project drop-down list, select the project.
5. From the roles list, select the role you want to assign to the group’s members.
6. Click Add.
7. Click Close.

Remove a local group from a project
1. In the left navigator, click Organization.
2. Click the Groups tab.
3. Locate and double-click the VB Studio group.
4. In the Projects tab, select the projects to remove.
5. Click Remove Group from Projects.
6. Click Remove Group from Projects to confirm.

See the projects a local group is added to
1. In the left navigator, click Organization.
2. Click the Groups tab.
3. Locate the VB Studio group and click the group’s Projects column to see the list of projects.
4. Click Close.

Edit a local group's name or description
1. In the left navigator, click Organization.
2. Click the Groups tab.
3. Locate and double-click the VB Studio group.
4. Click Actions and select Edit.
5. Update the group's name and description.
6. Click Save.
7. Click Close.
<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Delete a local group you've created</td>
<td>1. In the left navigator, click Organization.</td>
</tr>
<tr>
<td></td>
<td>2. Click the Groups tab.</td>
</tr>
<tr>
<td></td>
<td>3. Locate the VB Studio group.</td>
</tr>
<tr>
<td></td>
<td>4. Click Delete.</td>
</tr>
<tr>
<td></td>
<td>5. Click Delete to confirm.</td>
</tr>
</tbody>
</table>

**What Else Can You Do with Your Project?**

After you create your project, add users, set the privacy level, and define environments, there are several other things you can add, depending on how you will use and manage your project:

- You may want to use issues to track and manage tasks, defects, and features (see Track and Manage Tasks, Defects, and Features) or use Agile boards to manage and update issues and help plan your team’s workflow (see Use Agile Boards to Manage and Update Issues).

- You may want to encourage collaboration between team members by using merge requests to review, critique, and approve source code changes (see Review Source Code with Merge Requests), by using wikis to document project information (see Co-Author Wikis), or by using snippets to share reusable pieces of source code (see Share and Use Code Snippets).

- You may want to use the project's Maven repository for managing binary files and dependencies (see Manage Binaries and Dependencies with Maven) or use the project's NPM registry to download and/or publish private Javascript packages using Node.js/NPM command line tools (see Use the Project's NPM Registry).

- You may want to use webhooks to integrate use event notifications with Jenkins, GitHub applications, Slack, and PagerDuty (see Send Notifications to External Software Using Webhooks) or link external Docker registries to your project (see Access External Docker Registries).

Or, you may simply want to continue on your current path and see how to set up Git repositories, if needed (see Manage Source Code Files with Git).

**Manage Projects**

As an Oracle Visual Builder Studio (VB Studio) project owner, you can perform various project-wide actions, such as edit a project’s name and description, configure the project as a project template, create announcements, set project tags, manage repositories, and configure link rules.

**Delete a Project**

It is a good practice to delete inactive projects when they are no longer needed. Doing this frees up storage space and cuts down the overall number of projects in the organization, thereby saving resources.
There are two places in the VB Studio interface where project owners (and organization administrators) can delete projects:

- Delete a Project from the Project Administration Properties Page
- Delete a Project from the Organization Page

Delete a Project from the Project Administration Properties Page

A project owner can delete a project from the Project Administration : Properties page.

To delete a project:

1. Open the project.
2. In the left navigator, click Project Administration 📚.
3. Click Properties.
4. In the Properties page, click Delete Project.
5. In the Delete Project dialog, select the I understand that my project will be permanently deleted check box.
6. Click Delete.

Delete a Project from the Organization Page

A project owner (or organization administrator) can delete a project from the Projects tab on the Organization page:

1. In the left navigator, click Organization 📚.
2. Click Projects.
3. (Optional) In the Projects tab, select Owner to show a project list that contains all the projects that you own.
   If you skip this step, you'll notice that some projects don't display an action menu. You don't own those projects.
4. Click Action ⬅️, and select Delete to delete the selected project.
   The Delete Project dialog is displayed. Cancel is available initially but Delete is only available after you select the checkbox to acknowledge the pending deletion.
   You'll only see this checkbox if you delete a project as the project owner (not as an organization administrator) or, if you are permanently deleting the project as an organization administrator. When an organization administrator simply deletes a project, the checkbox isn't shown.
5. Select the checkbox, and then click Delete.
Organization administrators have additional deletion options. From the project list, they can select a single project before clicking **Action** or **Update # Selected Projects** for a single or multiple projects, where these options are available, depending on the project(s) selected:

- Delete an active project
- Postpone the permanent deletion of a deleted project
- Remove a deleted project (or projects) forever
- Undelete a deleted project

**Export and Import Project Data**

To perform a backup, a project owner can export the project's data to an OCI Object Storage bucket or OCI Object Storage Classic container in any data center. Then later, the exported project data can be imported into the same project (or a different one) in the same data center (or a different one).

To export or import data, you'll need to set up a connection to OCI Object Storage or OCI Object Storage Classic:

- If your organization uses VB Studio with OCI, you'll need to contact your OCI administrator to get the required input values to set up the connection to the OCI Object Storage bucket.
- If your organization uses VB Studio with OCI Classic, you'll need to contact the identity domain administrator or the OCI Object Storage Classic administrator to get the required input values to set up the connection to the OCI Object Storage Classic container.

The values you need are explained in the import and export sections for OCI Object Storage buckets and OCI Object Storage Classic container in the sections that follow.

**What Project Data Does VB Studio Automatically Export?**

Before exporting your project's data, you need to be cognizant of the fact that VB Studio doesn't export all the artifacts automatically. You'll still have to manually export any artifacts and data that weren't exported automatically.
Here’s a list of the artifacts that are exported by VB Studio and the ones you’ll have to export manually:

<table>
<thead>
<tr>
<th>Artifact</th>
<th>Exported?</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Project users</td>
<td>No</td>
<td>When you export a project’s data, its users are not exported. However, all the data associated with the usernames (issue ownership and reviewers of a merge request, for example) will be preserved. After you import the project’s data to another project, all the data associated with the username will automatically be restored after you add a user with the same username to the project.</td>
</tr>
<tr>
<td>User’s favorite settings or personal preferences</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Hosted Git repositories</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Mirrored public external Git repositories</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Mirrored private external Git repositories</td>
<td>No</td>
<td>Password-protected external Git repositories aren’t exported. After you import the project’s data to another project, you must add each external private Git repository.</td>
</tr>
<tr>
<td>Branch restrictions</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Merge Requests</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Default reviewers of a branch</td>
<td>Yes</td>
<td>After you import the project’s data to another project, default reviewers will be automatically added after you add the same users to the target project.</td>
</tr>
<tr>
<td>Maven artifacts</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Linked Docker registries</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Build jobs</td>
<td>Yes</td>
<td>All builds of jobs are exported, along with their logs and artifacts. If a job retains an excessive number of builds, it will adversely affect the export process and will require a large amount of storage space in your bucket or container. Configure a job to retain a reasonable number of builds before you export the project.</td>
</tr>
<tr>
<td>Build job’s history and artifacts</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Name of the build job’s build executor template</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Pipelines</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Releases</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Artifact</td>
<td>Exported?</td>
<td>Notes</td>
</tr>
<tr>
<td>--------------------------------------</td>
<td>-----------</td>
<td>-----------------------------------------------------------------------</td>
</tr>
<tr>
<td>Deployment configurations</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Environments</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Issues</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Agile boards</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Wiki pages</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Snippets</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Project template definition</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Announcements</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Webhooks</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>RSS/ATOM feeds</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Link rules</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>Project tags</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Issue products and components</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Default owners of issue components</td>
<td>Yes</td>
<td>After you import your project's data to another project, owners will be automatically activated after the same users are added to the target project.</td>
</tr>
<tr>
<td>Issue custom fields</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>Named passwords/private keys</td>
<td>Yes</td>
<td></td>
</tr>
</tbody>
</table>

Export to and Import from an OCI Object Storage Bucket

If you’re a project owner in an organization that runs VB Studio on OCI, you’ll export project data to and import exported project data from an OCI Object Storage bucket.

Exported project data isn't encrypted and can be downloaded from the bucket. Your OCI administrator will already have set up an OCI Object Storage bucket for the project and users who can read from or write to it. It may be a common bucket that’s used for all the organization's projects, but more likely it’s separate buckets for each project, which allows archive files to be organized without being grouped with archive files from other projects.

Export Project Data to an OCI Object Storage Bucket

You must be a Project Owner to export project data. When you export project data, VB Studio will export data to an archive file in the specified OCI Object Storage bucket.

To export project data to an OCI Object Storage bucket, you need the following:

- Name of the target bucket
- Private key and fingerprint of a user who can write objects to the bucket
- Details of the compartment that hosts the bucket

Contact your OCI administrator for the details and get the required input values, which are explained in Get OCI input Values in Administering Oracle Visual Builder.

Here’s how to export your project’s data:

1. Open the VB Studio project.
2. In the left navigator, click **Project Administration**.

3. Click **Data Export/Import**.

4. Click the **Job** tab.

5. In **Account Type**, select **OCI**.

6. In **Tenancy OCID**, enter the tenancy's OCID copied from the Tenancy Details page.

7. In **User OCID**, enter the user's OCID value who can access the bucket.

8. In **Home Region**, select the home region of the OCI account.

9. In **Private Key**, enter the private key of the user who can access the bucket.

10. In **Passphrase**, enter the passphrase used to encrypt the private key. If no passphrase was used, leave the field empty.

11. In **Fingerprint**, enter the fingerprint value of the private-public key pair.

12. In **Compartment OCID**, enter the compartment's OCID copied from the Compartments page.

13. In **Storage Namespace**, enter the storage namespace copied from the Tenancy Details page.

14. Click **Connect**.

15. In the Create Job section, in **Type**, select **Export**.

16. In **Name**, enter a name for the export job.

17. In **Description**, enter the job's description.

18. In **Storage Container**, select the bucket to export the project data.

19. In **Storage Object**, if required, update the default .zip file name.

20. Click **Export**.

21. In the Confirm Project Export dialog box, select the **Export project data** check box, and click **Yes**.

22. In the Exporting Project page, expand **Steps** to see the status of each module.

After the export is complete, the Recent Activities feed on the **Project Home** page (and the History tab of the **Data Export/Import** page) display messages about the export action.

**Import Project Data from an OCI Object Storage Bucket**

You must be a Project Owner to import project data. When you import project data, it will overwrite all the project data in the target project. All of the project's artifacts will be replaced with the components from the imported project.

To import project data from an OCI Object Storage bucket, you need the following information:

- Name of the target bucket
- Name of the archive file with the project data
- Private key and fingerprint of a user who can read objects from the bucket
- Details of the compartment that hosts the bucket

Contact your OCI administrator for the details and get the required input values, which are explained in Get OCI input Values in *Administering Oracle Visual Builder*. 

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Here's how to import data to your target project:

1. Open the VB Studio project.
2. In the left navigator, click Project Administration.
3. Click Data Export/Import.
4. Click the Job tab.
5. In Account Type, select OCI.
6. In Tenancy OCID, enter the tenancy's OCID copied from the Tenancy Details page.
7. In User OCID, enter the user's OCID value who can access the bucket.
8. In Home Region, select the home region of the OCI account.
9. In Private Key, enter the private key of the user who can access the bucket.
10. In Passphrase, enter the passphrase used to encrypt the private key. If no passphrase was used, leave the field empty.
11. In Fingerprint, enter the fingerprint value of the private-public key pair.
12. In Compartment OCID, enter the compartment's OCID copied from the Compartments page.
13. In Storage Namespace, enter the storage namespace copied from the Tenancy Details page.
14. Click Connect.
15. In the Create Job section, in Type, select Import.
16. In Name, enter a name for the import job.
17. In Description, enter the job’s description.
18. In Storage Container, select the bucket to import the project data from.
19. In Storage Object, select the .zip file name of the exported data.
20. Click Import.
21. In the Confirm Project Import dialog box, read and verify the container and object details, select the Import project data check box, and click Yes.
22. In the Importing Project page, expand Steps to see the status of each module.

If you want to cancel the import process, click Cancel.

When an import job is in progress, the project will be in the locked state. You can't access other pages of the project until the import job has finished. After the import is complete, you'll be redirected to the Project Home page. The Recent Activities feed on the Project Home page (and the History tab in the Data Export/Import page) display messages about the import action.

Export to and Import from an OCI Object Storage Container

If you're a project owner in an organization that runs VB Studio on OCI Classic, you'll export project data to and import project data from an OCI Object Storage Classic container.

The exported data isn't encrypted and can be downloaded from the container. If you're exporting the project's data for the first time, set up an OCI Object Storage Classic...
container for the project and users who can read from or write to it. You can use a common container for all projects of the organization, but it's recommended that you use a separate container for each project. This allows you to organize archive files better as they aren't mixed with the archive files of other projects. Contact the identity domain administrator or the OCI Object Storage Classic administrator to create the container. You should also ask the administrator to set up users with read-write access to the container.

Export Project Data to an OCI Object Storage Classic Container

You must be the Project Owner to export project data. VB Studio will export your project's data to an archive file in the OCI Object Storage Classic container you specify.

To export project data to an OCI Object Storage Classic container, you'll need the following:

- Name of the target container
- Credentials of a user with the Storage.Storage_Administrator or the Storage_ReadWriteGroup identity domain role.
- Service ID and the authorization URL of OCI Object Storage Classic

Contact the identity domain administrator or the OCI Object Storage Classic administrator for the details and get the required input values that are explained in Get OCI Classic Input Values in Administering Visual Builder Studio.

Here's how to export your project's data to an OCI Object Storage Classic container:

1. Open the VB Studio project.
2. In the left navigator, click Project Administration.
3. Click Data Export/Import.
4. Click the Job tab.
5. In Account Type, select OCI Classic.
6. In Service ID, enter the value copied from the last part of the REST Endpoint URL field of the Service Details page.
   
   For example, if the REST Endpoint URL is https://demo12345678.storage.oraclecloud.com/v1/Storage-demo12345678, enter Storage-demo12345678.
7. In Username and Password, enter the user credentials that were assigned to the Storage.Storage_Administrator or Storage_ReadWriteGroup identity domain role.
8. In Authorization URL, enter the URL copied from the Auth V1 Endpoint field on the Service Details page.
   
9. Click Connect.
10. In the Create Job section, in Type, select Export.
11. In Name, enter a name for the export job.
12. In Description, enter the job's description.
13. In Storage Container, select the container to export the project data.
14. In Storage Object, if required, update the default .zip file name.
15. Click **Export**.

16. In the Confirm Project Export dialog box, select the **Export project data** check box, and click **Yes**.

17. In the Exporting Project page, expand **Steps** to see the status of each module.

After the export has been completed, the Recent Activities feed on the **Project Home** page and the History tab of the **Data Export/Import** page will display messages about the export action.

**Import Project Data to an OCI Object Storage Classic Container**

When you import data, all existing project data will be overwritten by the imported data. All project artifacts will be replaced with the components from the imported project.

To import project data from an OCI Object Storage Classic container, you need the following information:

- Name of the target container
- Name of the archive file with the project data
- Credentials of a user with the **Storage.Storage_Administrator**, **Storage_ReadWriteGroup**, or **Storage_ReadOnlyGroup** identity domain role
- Service ID and the authorization URL of OCI Object Storage Classic

Contact the identity domain administrator or the OCI Object Storage Classic administrator for these details and get the required input values that are explained in **Get OCI Classic Input Values** in *Administering Visual Builder Studio*.

Here's how to import project data that was previously exported to an OCI Object Storage Classic container to your target project:

1. Open the VB Studio project.

2. In the left navigator, click, click **Project Administration**.

3. Click **Data Export/Import**.

4. Click the **Job** tab.

5. In **Account Type**, select **OCI Classic**.

6. In **Service ID**, enter the value copied from the last part of the REST Endpoint URL field of the Service Details page.

   For example, if the value of REST Endpoint URL is https://demo12345678.storage.oraclecloud.com/v1/Storage-demo12345678, then enter Storage-demo12345678.

7. In **Username** and **Password**, enter the credentials of the user assigned the **Storage.Storage_Administrator**, **Storage_ReadWriteGroup**, or **Storage_ReadOnlyGroup** identity domain role.

8. In **Authorization URL**, enter the URL copied from the Auth V1 Endpoint field of the Service Details page.

   **Example:** http://storagetria01234-usoracletria12345.storage.oraclecloud.com/auth/v1.0.

9. Click **Connect**.
10. In the Create Job section, in **Type**, select **Import**.

11. In **Name**, enter a name for the import job.

12. In **Description**, enter the job's description.

13. In **Storage Container**, select the container to import the project data from.

14. In **Storage Object**, select the .zip file name of the exported data.

15. Click **Import**.

16. In the Confirm Project Import dialog box, read and verify the container and object details, select the **Import project data** check box, and click **Yes**.

17. In the Importing Project page, expand **Steps** to see the status of each module.

   If you want to cancel the import process, click **Cancel**.

When an import job is in progress, the project will be locked. You can't access other pages of the project until the import job has finished. After the import is complete, you'll be redirected to the **Project Home** page. The Recent Activities feed in the **Project Home** page and the History tab in the **Data Export/Import** page will display messages about the import action.

### View Export and Import History of the Project

You can examine a project's export and import history from the **Data Export/Import** page's **History** tab:

1. In the left navigator, click **Project Administration**.
2. Click **Data Export/Import**.
3. Click the **History** tab.

The history of all export and import jobs is displayed. Select a job to view its details. In the case of a failed job, expand **Steps** to view the modules that passed and those which failed.

### Edit a Project's Name, Description, or Visibility

After creating a project, you can edit its properties from the **Project Administration** page.

1. In the left navigator, click **Project Administration**.
2. Click **Properties**.
3. In **Name** and **Description**, update the project name and description.
4. In **Security**, update the project's share status.

When you're finished, use the left navigator to switch to another page.

### Get a Project's Unique Identifier

Each project has a unique ID that you can copy from the **Project Administration** page:

1. In the left navigator, click **Project Administration**.
2. Click **Properties**.
   - **Identifier** displays the project's unique identifier.
3. Click 📝 to copy the ID to the clipboard.
The identifier you copied can now be pasted into a cURL command, for example, that can be used with the service's REST APIs for Issues and Builds. This is much more expedient than trying to construct the URL by hand.

Manage Announcements

Project announcements are messages displayed on the Project Home page, between the Environments panel and the Recent Activity feed:

To create an announcement, follow these steps:

1. In the left navigator, click Project Administration.
2. Click Announcements.

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
</table>
| Create an announcement  | 1. On the Announcements page, click + New Announcement.  
2. In Name and Contents, enter name and announcement’s text. You can use the project’s wiki markup to format the text.  
3. Upload an icon, if necessary. The icon’s size must be 48x48 pixels.  
4. Click Done.                                      |
| Copy an announcement    | Instead of creating an announcement, you can copy the contents and icon of an existing announcement, and edit it.  
1. In the Announcements list, select the announcement to copy.  
2. Click Copy Announcement.  
3. Edit the details in the Create Announcement page.  
4. Click Done. |
### View or edit an announcement

1. In the Announcements list, select the announcement.
2. In the Announcement section to the right of the list, view or edit the announcement’s details.

Any changes made to the fields are saved immediately when the focus moves out of the field.

### Deactivate or activate an announcement

If you don’t want to display an announcement and don’t want to delete it either, you can deactivate it. Deactivated announcements aren’t visible on the Project Home page. Later, if you want, you can activate it and make it visible.

1. In the Announcements list, select the announcement.
2. Click **Deactivate** or **Activate**.

The deactivated announcement will be greyed-out in the Announcements list.

### Delete an announcement

1. In the Announcements list, select the announcement.
2. Click **Delete**.
3. In the Delete Announcement dialog box, click **Yes** to confirm.

---

## Manage Project Tags

A project tag is a keyword that you can use to categorize an artifact, such as an issue or a merge request. You can use the tags to search for artifacts. By default, three tags (Plan, Release, and Epic) are available in a project.

1. In the left navigator, click **Project Administration**.
2. Click **Tags**.

### Create a project tag

1. In the Tags page, click **New Tag**.
2. In **Tag Name**, enter a unique name and press the Enter key.

The tag name must contain only letters and numbers.

### Rename a tag

1. In the Tags page, select the tag.
2. Type a new name and press **Enter**.

### Delete a tag

You can’t delete a tag if artifacts refer to it. First, remove all artifacts that refer to the tag or remove the tag from those artifacts, and then remove the tag.

In the Tags page, to the right of the tag name, click **Delete**.
View Your Project's Usage Metrics

When you subscribe to VB Studio, you’re entitled to storage space on Oracle Cloud. You can find out the disk usage metrics of your project's components, such as Git repositories, wikis, and issues.

1. In the left navigator, click Project Administration.
2. Click Usage Metrics.

Usage statistics for your project's components are displayed in an easy-to-read page.

Display RSS/ATOM Feeds

Some websites use ATOM and RSS feeds to publish news feeds. You can subscribe to the RSS/ATOM feeds and configure your project to display them in the Recent Activities feed of the Project Home page. All project members can see the feed. You can add any RSS/ATOM feed, including Oracle-approved RSS feeds, news, site monitors, and Jenkins or Hudson servers.

To configure RSS/ATOM feeds, follow these steps:

1. In the left navigator, click Project Administration.
2. Click RSS/ATOM Feeds.
Create an RSS/ATOM Feeds handler

2. In Name, enter the name of the handler.
3. In URL, enter the URL of the feed.
4. From Display Type, select the feed’s display type.
5. In Fetch Interval, enter the feed’s fetch interval. By default, the interval is set to 1 day.
   For the fetch interval period, the feed results are cached. All requests during the interval period retrieve the cached results. When the time expires the cache is cleared. The next request would check for the cached results and not find them and proceed to fetch a new copy to be cached.
6. Click Done.

Test a feed handler

1. On the RSS/ATOM Feeds page, select the feed.
2. Click Test.
3. Click Done.
   If the test is successful, the status icon changes from Untested to Tested. If the test fails, the status icon changes to Failed.

View logs

1. On the RSS/ATOM Feeds page, select the feed.
2. Click Logs.
3. Click Done.
   In the Logs page, all Request and Response logs of each test are available. Select the date-time stamp in the left list of the test to view its logs.

Edit a feed’s handler

1. On the RSS/ATOM Feeds page, select the feed.
2. Edit the fields on the left.
3. Click Done.

Deactivate or activate a handler

1. On the RSS/ATOM Feeds page, select the feed.
2. Click Deactivate. The icon of the feeds handler is greyed out and the Active check box is deselected.
   To activate the feeds handler, click Activate or select the Active check box.
3. Click Done.

Delete a handler

1. On the RSS/ATOM Feeds page, select the feed.
2. Click Remove or  
3. In the Remove ATOM/RSS Handler dialog box, click Yes to confirm.
4. Click Done.
Configure Link Rules

In a project, you can define rules to convert plain text to URL links automatically when the text is entered in commit comments and merge request comments. For example, when you enter an email address or a URL in a merge request comment, it's automatically converted to a link.

To configure link rules, follow these steps:

1. In the left navigator, click **Project Administration**.
2. Click **Links**.

From the Links page, you can create and manage link rules that convert plain text to URL links automatically. You can use Regular Expressions, also called as RegExp, to define the link rules. Some pre-defined built-in link rules are available on the **Links** page. To create a custom rule, you can either copy an existing link rule or create a blank rule. To find more about RegExp, see [http://www.regular-expressions.info](http://www.regular-expressions.info).

This illustration shows an example of a custom link rule.

This illustration shows an example of the link in a merge request comment.
<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create a link rule</td>
<td>1. On the Links page, click <strong>Create Link</strong>.</td>
</tr>
<tr>
<td></td>
<td>2. In <strong>Name</strong>, enter a name.</td>
</tr>
<tr>
<td></td>
<td>3. In <strong>Pattern</strong>, enter the RegExp link rule pattern.</td>
</tr>
<tr>
<td></td>
<td>4. In <strong>URL</strong>, enter the link URL.</td>
</tr>
<tr>
<td></td>
<td>You can also use placeholders:</td>
</tr>
<tr>
<td></td>
<td>• Use <code>{project}</code> to insert the project ID.</td>
</tr>
<tr>
<td></td>
<td>• Use <code>{organization}</code> to insert the organization ID.</td>
</tr>
<tr>
<td></td>
<td>• Use <code>$&amp;</code> to insert the entire matching text, or use <code>$1</code>, <code>$2</code>, <code>$3</code>, and so on to insert text of matched groups. For more information, see <a href="http://www.regular-expressions.info/brackets.html">http://www.regular-expressions.info/brackets.html</a>.</td>
</tr>
<tr>
<td></td>
<td>5. To test the rule, expand <strong>Test</strong> and <strong>Test Value</strong>, enter a test value. Verify the result link in <strong>Test Result</strong>.</td>
</tr>
<tr>
<td></td>
<td>6. Click <strong>Done</strong>.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Copy a link rule</th>
<th>1. On the Links page, click <strong>Copy Link</strong>.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>2. On the Create Link page, edit the name, RegExp link rule pattern, and the URL of the link with parameters. You can also use placeholders:</td>
</tr>
<tr>
<td></td>
<td>• Use <code>{project}</code> to insert the project ID.</td>
</tr>
<tr>
<td></td>
<td>• Use <code>{organization}</code> to insert the organization ID.</td>
</tr>
<tr>
<td></td>
<td>• Use <code>$&amp;</code> to insert the entire matching text, or use <code>$1</code>, <code>$2</code>, <code>$3</code>, and so on to insert text of matched groups. For more information, see <a href="http://www.regular-expressions.info/brackets.html">http://www.regular-expressions.info/brackets.html</a>.</td>
</tr>
<tr>
<td></td>
<td>3. To test the rule, expand <strong>Test</strong> and <strong>Test Value</strong>, enter a test value. Verify the result link in <strong>Test Result</strong>.</td>
</tr>
<tr>
<td></td>
<td>4. To test the rule, in the Test section, click <strong>Test Value</strong>. Enter a value and verify its result in <strong>Test Result</strong>.</td>
</tr>
<tr>
<td></td>
<td>5. Click <strong>Done</strong>.</td>
</tr>
</tbody>
</table>

| Edit a link rule | You can’t edit a built-in rule. You can create a copy of built-in rule and edit it, and if required, disable the original pre-configured rule. On the Links page, in the link rule list on the left, select the rule to edit its details on the right. |
### Action | How To
--- | ---
Activate or deactivate a link rule | If deactivated, the text that matches the rule is not converted to a link. On the Links page, in the link rule list on the left, select the rule. Click **Activate** or **Deactivate**. You can also select or deselect the **Active** check box.

Delete a link rule | You can’t delete a built-in rule. On the Links page, in the link rule list on the left, select the rule. On the right side of the page, click **Delete**.

---

### Set Up Issue Products and Custom Fields

Before creating and assigning issues to project members, you can define products, components, default owners of components, and releases for your project. You can create multiple product categories, components, and sub-components; customize the releases; and add custom fields for your project.

You must be a Project Owner to add and manage issue products, components, and custom issues.

### Create and Configure Issue Products

When you define a product, you also define its releases and components. A product is a category that represents an entity. A component is a product subsection. A release is a release name or product number.

You can create multiple products for a project and select them from the **Products** drop-down list on the create or edit issue page. Each product must have at least one component and one release. For example, you can create a **Report** product with **1.0**, **2.0**, **3.0**, and **PS1** as its releases, and **Sales**, **Marketing**, and **Demographics** as its components.

You can define products, components, and releases from the Administration: Issue Tracking page’s Products tab.

Open the Issue Tracking page’s Products tab:

1. In the left navigator, click **Project Administration**.
2. Click **Issue Tracking**.
3. Click the **Products** tab.

Here’s a list of the product management tasks you can do from the Product’s tab:
### Create a product

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Click + New Product.</td>
<td></td>
</tr>
<tr>
<td>2. On the Create Product page, in Name, specify a unique product name.</td>
<td></td>
</tr>
<tr>
<td>3. To create a release, click + New Release, and enter a release name. To make a release the product's default release, click Mark as Default ✓.</td>
<td></td>
</tr>
<tr>
<td>4. To create a component, click + New Component, enter a component name, and select its default owner (optional). To make a component the product's default component, click Mark as Default ✓.</td>
<td></td>
</tr>
<tr>
<td>5. To create a Found In tag, click + New Found In Tag, and enter a tag name.</td>
<td></td>
</tr>
<tr>
<td>6. Click Done.</td>
<td></td>
</tr>
</tbody>
</table>

To reorder a release or component, mouse over the name and drag-and-drop it to move it up or down in the list.

### View or edit a product

From the products list, select the product. On the right side of the page, view or edit its details.

### Delete a product

You can’t delete a product if any issues or merge requests refer to it. First, remove all issues and merge requests that refer to the product, and then remove the product.

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. In the products list, click Delete.</td>
<td></td>
</tr>
<tr>
<td>2. In the Delete Product dialog box, click Yes to confirm.</td>
<td></td>
</tr>
</tbody>
</table>

### Create and Configure Custom Fields in an Issue

If an issue's default fields don’t meet your needs, you can create custom fields for your project's issues. You can create and manage the fields from the Issue Tracking page's Custom Fields tab. When you create or update an issue, you can see the custom fields in the New or Edit Issue page's Details section.

1. In the left navigator, click Project Administration.
2. Click Issue Tracking.
3. Click the Custom Fields tab.

You can create these kinds of custom fields:

- Single line input text
- Single selection
- Multi selection
- Long text input
- Time and Date
- Check box

Here's how to manage custom fields:
Create a custom field

1. Click + New Custom Field.
2. On the Create Custom Field page, in Name, specify a unique name.
3. In Label, enter the field's display label.
4. If you don’t want the custom field to appear as a parameter when new issues are created, deselect the available for New Issues check box.
5. From the Type drop-down list, select the field type.
   If you select Single Selection or Multi Selection, click + New Value to specify the field’s options.
6. Click Done.

View or edit a custom field

From the custom fields list, select the field. View or edit its details, located on the right side of the page.

You can’t change a custom field’s Name or Type. To edit the value of Name or Type, remove and then recreate the custom field.

Hide a custom field

From the custom fields list, select the field. Select the Obsolete (hidden) check box, located on the right side of the page.

Delete a custom field

1. In the custom fields list, click Delete located to the right of the field name.
2. In the Delete Custom Field dialog box, click Yes to confirm.

All existing issues will be automatically updated to remove the custom field.

Configure Project Templates

You can define an existing project as a template for new projects that users can use as a starting point. When creating a project, if a user selects a project template, the project template’s data is copied to the new project, which the user can modify.

Project template data may include its Git repositories, build job configurations, deployment configurations, links, wikis, and announcements. For example, if a project template hosts an application in its Git repositories; information on how to use the application in its wiki pages; build configuration in its jobs; and Oracle Cloud deployment target details in its deployment configurations, then the data of the project template is copied to the new project. Members of the new project can use the application, run builds of pre-configured jobs, and deploy build artifacts to Oracle Cloud using pre-configured deployment configurations without making any changes to the code or any of its configurations.

When you define a project template, you define its visibility (who can use the project template), configure rules (what data can be copied from the project template), and use variables (customize actions based on user input when the data is copied).

After a project is created using a template, any updates made to the template project aren’t reflected in the created project.
Visibility, Rules, and Variables

While defining a project template, you define its visibility, rules, and variables.

Visibility

Visibility defines who can access the template.

<table>
<thead>
<tr>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Draft</td>
<td>The project template is under design and isn’t available in the Templates page of the Create Project wizard. No user can copy data from a draft template.</td>
</tr>
<tr>
<td>Private</td>
<td>The project template is published and available to organization’s users, but isn’t visible by name to all. It’s visible by name to members of the project template. A non-member user can access the template using the project template’s private key and can copy data.</td>
</tr>
<tr>
<td>Shared</td>
<td>The project template is published and is available to all users of the organization. Any user can copy data from this project.</td>
</tr>
</tbody>
</table>

Rules

Rules define data to be copied to the new project.

When you define a project as a project template, all rules are enabled but some cannot be edited or added more than once.

<table>
<thead>
<tr>
<th>Set this rule ...</th>
<th>To copy this data to the new project:</th>
<th>Can this rule be edited?</th>
<th>Can this rule be added more than once?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Build Jobs</td>
<td>The project template’s build jobs and pipelines</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Wiki Content</td>
<td>The project template’s wiki pages</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Links</td>
<td>The project template’s link rules</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Git Repository</td>
<td>The specified Git repositories and its branches</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>External Git Repository</td>
<td>The specified external Git repository and its branches</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Announcements</td>
<td>The project template’s announcements</td>
<td>No</td>
<td>No</td>
</tr>
</tbody>
</table>

Variables

Variables define user input. Based on the input, you can configure the template to change the action or properties of data that’s copied to the new project.
Define and Manage a Project Template

You can define a project template from the Project Administration page.

1. In the left navigator, click Project Administration.
2. Click Properties.
3. On the Properties page, in the Template section, click Define Template.
   The project is now marked as a template with default rules and visibility state.
4. To edit the template, click Edit.
5. In Visibility, select the template’s visibility.

<table>
<thead>
<tr>
<th>Visibility Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Draft</strong></td>
<td>The project template is under design and isn’t available in the Templates page of the Create Project wizard. No user can copy data from a draft template.</td>
</tr>
<tr>
<td><strong>Private</strong></td>
<td>The project template is published and available to organization’s users, but isn’t visible by name to all. It’s visible by name to members of the project template. A non-member user can access the template using the project template’s private key and can copy data.</td>
</tr>
<tr>
<td><strong>Shared</strong></td>
<td>The project template is published and is available to all users of the organization. Any user can copy data from this project.</td>
</tr>
</tbody>
</table>

6. To change the name and description of the project’s template, enter a new name in Name and description in Description.
7. To specify an icon for the template, in Icon, click Change, browse and upload an image of size 48x48 pixels.
8. In the Variables and Rules sections, specify the variables and rules. Click Save when you’re done.

Define a Private Project Template

You can define a private project template if you don’t want all users of the organization to copy data from the project. Private project templates aren’t listed by name in the Templates page of the New Project wizard unless you’re a member of the project template. Non-members can use a private project template only if they have the private key of the project template.
1. In the left navigator, click **Project Administration**.

2. Click **Properties**.

3. In the **Template** section, click **Define Template**.

   The project is now defined to be used as a template with the default rules and properties.

4. Click **Edit**.

5. On the Template page, in the **Visibility** section, select **Private**.

6. For the **Private Key** field, click **Show**. Note down the key value.

7. Update settings, add variables, and define rules, as desired.

8. Click **Save**.

Share the private key with users whom you want to use the project template and copy the project data.

To generate a new private key, edit the project template, click **Show**, and then click **Regenerate**. You may want to do this if you don't want users who already have the old key value to copy the project data from the template.

### Define Project Template Rules

Rules define which artifacts are copied from the template project to the new project.

When you define a project as a project template, all rules will be enabled by default. However, some rules can't be edited or added more than once.

Here are the available rules and information about the artifacts that are copied from the project template to the new project:

<table>
<thead>
<tr>
<th>Use this rule ...</th>
<th>To copy:</th>
<th>Can this rule be edited?</th>
<th>Can this rule be added more than once?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Build Jobs</td>
<td>Build jobs and pipelines of the project template to the new project.</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Wiki Content</td>
<td>Wiki pages of the project template to the new project.</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Links</td>
<td>Link rules of the project template to the new project.</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Git Repository</td>
<td>Specified Git repositories along with its branches to the new project.</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>External Git Repository</td>
<td>Specified external Git repository along with its branches to the new project.</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Announcements</td>
<td>Announcements of the project template to the new project.</td>
<td>No</td>
<td>No</td>
</tr>
</tbody>
</table>

To add or remove a rule, follow these steps.
1. Open the Template Settings page.

2. To add a rule, scroll to the Rules section. From the Add Rule drop-down list, select the Git Repository rule.

   To remove a rule, click Remove.

Add or Edit a Git Repository Rule

By default, all hosted and external Git repositories rules are enabled.

You can edit the default rules and add new Git Repository rules if you added Git repositories to the project after the template was defined. You can also add a rule to make a copy of an existing Git repository on the new project that uses the template. If you don't want a Git repository to be included in the template, remove its rule.

Here's how to add or edit hosted and external Git repository rules:
Action | How To
---|---
Add or edit a hosted Git repository rule

1. On the **Properties** page, in the **Template** section, click **Edit**.
2. In the **Rules** section, to add the rule, click **Add Rule**. From the menu, select **Git Repository**.
   To edit an existing rule, to the right side of the Git repository rule, click **Edit**.
3. In **Source Repository**, specify the name of the Git repository to be copied.
4. In **Repository Name**, specify the new name of the Git repository.
   A `.git` extension is automatically added if you missed it.
   To use the new project name as the name of the Git repository, select the **Use target project name** check box.
   To allow a user creating a project from the template to change the default Git repository name, select the **Override name on create** check box.
5. If necessary, in **Replacements**, define file name replacements of the Git repository matching the specified criterion. This is useful if you want to make a copy of an existing Git repository.
   To add a new replacement rule, click **Add new replacement**.
   a. From the **In** drop-down list, select the files where the replacements apply.
      You can specify all files, files matching an Ant pattern, or a specific file.
   b. In **Replace**, specify the search term.
   c. In **With**, specify the replacement term.
      You can select a pre-defined variable such as **Project Id**, **Project Name**, **Project URL Name**, or **Repository Name**. To use a variable defined in the **Variables** section, select **Variable** and then select the variable name.
   d. Click **Save**.
   When you create a project using this template, the project creation wizard searches through the specified files in the Git repository and replaces the term with the specified value of the selected variables.
6. Click **Save** to save the Git repository rule.
7. Click **Save** to save the project template.
Add or edit an external Git repository rule

1. On the Properties page, in the Template section, click Edit.
2. In the Rules section, to add the rule, click Add Rule. From the menu, select External Repository.
   To edit an existing rule, to the right side of the Git repository rule, click Edit.
3. In Repository URL, enter the external Git repository URL. To update a rule, enter a new URL.
4. In Username and Password, enter credentials to access the external Git repository.
   For public Git repositories, don’t fill these fields.
5. In Repository Name, specify the new name of the Git repository.
   A .git extension is automatically added if you missed it.
   To use the new project name as the name of the Git repository, select the Use target project name check box.
   To allow the user that creates the project from the template to change the default Git repository name, select the Override name on create check box.
6. Click Save to save the Git repository rule.
7. Click Save to save the project template.

Add and Manage Variables

Variables define user input. Based on the input, you can configure the template to change the action or properties of data that's copied to the new project.

Here’s how to add or edit variables from the Variables section on the Template Settings page:

1. Open the Template Settings page.
2. In the Variable section, from the Add Variable menu, select the variable type.

<table>
<thead>
<tr>
<th>Use this variable type:</th>
<th>To accept a:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Boolean</td>
<td>Boolean string value (such as True-False, Yes-No, or any string values).</td>
</tr>
<tr>
<td>Choice</td>
<td>Value from a list of values configured by project owners.</td>
</tr>
<tr>
<td>String</td>
<td>String value.</td>
</tr>
<tr>
<td>URL</td>
<td>URL value.</td>
</tr>
</tbody>
</table>

3. In Name, Display Name, Description, enter the variable’s unique name, the display name, and its description. Fill in the other fields of the variable and click Save.

Later, if you want to edit the variable, click Edit. Update the fields of the variable and click Save. To delete the variable, click Remove.
Perform Build Administration Tasks

The project owner can use the Build Administration page to configure a project to access the Oracle Maven Repository and NPM registry, set up a SonarQube Server to analyze build reports, create named passwords/private keys, and set job protections.

See these sections for more information about what a project owner can do to make the VB Studio build system as efficient as possible for the project members who use it:

- Create and Manage Oracle Maven Repository Connections
- Create and Manage a Project’s Remote NPM Registry Connection
- Create and Manage the Pre-Defined SonarQube Server Connection
- Create and Manage Named Passwords/Private Keys
- Configure a Job’s Privacy Setting

Manage Repositories

The project owner can manage the Git, Maven, and linked Docker registries from the Project Administration: Repositories page.

See these links to find out how to manage repositories:

- Create a Git Repository
- Maven Repository Administration
- Link an External Docker Registry to Your Project
4

Manage Source Code Files with Git

A Visual Builder Studio project uses hosted Git repositories to store source code files and to provide version control. A project can have just one repository or it can have multiple ones. If you're developing visual applications or extensions using the Designer, this Git repository is associated with your project as well as with your workspace, which is a private work area within the Designer. Regardless of whether you're developing applications inside or outside the Designer, you can choose whether to use a Git repository provided by VB Studio, hosted on Oracle Cloud, or to associate your project with an external Git repository (like GitHub).

This chapter describes how to manage your Git repository for non-Designer applications. Interacting with a Git repository in the context of the Designer is described in What Is the Designer?.

Git Concepts and Terms

Git is a distributed version control in which you clone the entire remote (or central) repository, including its history, to your computer. You add and commit the files on your computer and, when you're done, push the commits to the remote repository.

If you are new to Git, read the Git documentation at https://git-scm.com/book/ and http://git-scm.com/doc to learn more about Git repositories and Git basics, such as remote repositories, cloning, commits, pushes, SHA-1 checksum hashes, branches, and tags.

This documentation uses these terms to describe a project's Git components:
<table>
<thead>
<tr>
<th>Term</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Project Git repository</td>
<td>A remote or hosted Git repository of your project. A project can host multiple Git repositories. You can view all Git repositories from the <strong>Repositories</strong> drop-down list on the Git page.</td>
</tr>
<tr>
<td>Local Git repository</td>
<td>A cloned Git repository on your computer. If you're creating an extension, your workspace orients you to the right Git repository. It also reflects the current branch in the header.</td>
</tr>
<tr>
<td>External Git repository</td>
<td>A Git repository that's hosted outside the project. It could be a Git repository of another project, or a Git repository available on another platform, such as GitHub or Bitbucket.</td>
</tr>
</tbody>
</table>
## Term | Description
--- | ---
Revision | A snapshot of the Git repository at a given time. The revision could be a branch, tag, or commit. The **Revisions** menu displays the selected Git repository’s revisions (branches, tags, and commits).

When entering a search criteria, add a space at the end of the search term to search for an exact match.

To search for a commit, enter the first three characters of the SHA-1 checksum hash of the commit in the search box at the top of the menu. The commit that matches the search term appears next to **Commit** , at the bottom of the menu.

To copy the revision name to the clipboard, click **Copy**. For example, while viewing files of a particular commit, you can copy the SHA-1 checksum hash of the commit.

<table>
<thead>
<tr>
<th>Files view</th>
<th>Displays the Git repository’s files and lets you manage them.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Logs view</td>
<td>Lists and graphically displays the Git repository’s commit history.</td>
</tr>
<tr>
<td>Refs view</td>
<td>Displays the Git repository’s branches and tags and lets you manage them.</td>
</tr>
<tr>
<td>Compare view</td>
<td>Compares and displays the differences between revisions in a Git repository.</td>
</tr>
</tbody>
</table>

---

### Migrate to Git

If you’ve been using a version control system such as CVS or Subversion and want to migrate to Git, you can use the Git commands in the Git command-line interface to do so:

<table>
<thead>
<tr>
<th>To migrate from ...</th>
<th>Use this command:</th>
</tr>
</thead>
<tbody>
<tr>
<td>CVS</td>
<td><code>git-cvsimport</code></td>
</tr>
</tbody>
</table>

For more information, see [http://git-scm.com/docs/git-cvsimport](http://git-scm.com/docs/git-cvsimport).
### Set Up a Git Repository

To set up a Git repository for your project, you first create a repository, and then upload application files to it. After you've set up the repository, all project users can access its files.

### Create a Git Repository

As a project owner, you can add multiple Git repositories to a project. VB Studio gives you the option to create an empty Git repository, a Git repository with a readme file, or import files from another Git repository.

You may want to create an empty repository if you plan to upload your application files to it from your computer or import files from another Git repository. Some Git clients can’t clone an empty Git repository. If this is the case with the Git client you use, you may want to create a Git repository initialized with a file.

You can create a Git repository from these pages:

- The [Project Home](#) page's **Repositories** tab
- The [Git](#) page, accessed from the left navigator
- The [Project Administration](#) page: **Repositories**

Before creating a Git repository, especially if it will contain large files and binaries, you should review the best practices section that examines how best to deal with these types of files. See [Best Practices for Storing Large Files andBinaries](#).

### Best Practices for Storing Large Files and Binaries

If one or more of your project's repositories contain large files and/or many binaries, it may make sense to use Cloud storage, Maven, or Git LFS instead of versioning these kinds of files with Git.

Here are a few reasons why you shouldn’t store binary files in a Git repository:

- You can’t use Git to diff binary files.
- Large files grow your repository's history every time they're updated, because Git stores the full size of every version of every binary file. If these binaries are large, they'll quickly become the largest item(s) in the repository.
- As the repository size grows, Git operations, such as cloning, fetching, and pulling will become extremely slow.

In general, the way you store binaries should be based on the type and use of the binary file:

---

### To migrate from ... Use this command:

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Subversion (SVN)</td>
<td><code>git svn</code></td>
</tr>
<tr>
<td></td>
<td>For more information, see <a href="http://git-scm.com/docs/git-svn.">http://git-scm.com/docs/git-svn.</a></td>
</tr>
</tbody>
</table>
• If the binary file is a build artifact, you should store it directly, when the artifact is built, in a Maven repository.

• If the binary file is a binary document that is saved by an application, such as Microsoft Excel or Word, it should be stored in either:
  – Oracle Cloud storage
  – Git LFS, if the binary documents are somehow associated with source files stored in the same Git repository

Git LFS uses pointers, instead of the physical files, when the files or file types are marked as LFS files. When you pull a Git LFS file to your local repository, the file is sent through a filter that replaces the pointer with the file. The physical files are located on the remote server and files that are pulled are located in a cache on your local machine. This means that your local repository will be smaller in size than the remote repository, where all the files and all the differences are still physically stored. See Enable and Use Git LFS to Version Large Files for more information about using Git LFS.

There are a few potential drawbacks you should consider as you decide whether or not to use Git LFS. Here are a few:

• The local Git LFS cache won't be cleaned up automatically. Just as you have to prune remote branches on a regular basis, you also have to prune your Git LFS content with the git lfs prune command.

• You need to make sure that all the developers have Git LFS installed. When someone who doesn't have Git LFS installed commits a file that should be associated with Git LFS, you'll see some strange errors. These problems can be fixed, but it's better to prevent this from happening.

To summarize, the best approach is to store large files and binaries in Cloud storage or Maven whenever possible. If you absolutely need to version these types of files, consider using Git LFS, but recognize that it isn't a panacea. It has its own associated costs, especially for maintenance.

Default Repository Size Limits in VB Studio

By default, VB Studio doesn't limit the maximum number of repositories for a project. However, VB Studio does set default limits for the maximum repository size and the maximum object size for code repositories, as well as for snippets.

Here are the default limits set for code repositories:

• Maximum object size: 50MB
• Maximum repository size: 10GB

See Share and Use Code Snippets to learn about the default size limits for snippets.

Enable and Use Git LFS to Version Large Files

If your projects contain large files, especially ones that are modified often, an initial clone can take a long time because your Git client needs to download every version of every file. Git LFS (Large File Storage) minimizes the time needed for downloading large files in your repository by downloading the relevant versions during the checkout process instead of during clone or fetch operations. Git LFS does this by replacing large files in your repository with small pointer files that you'll probably never even see. Git LFS automatically handles the replacements and stores the large file contents on a local file system or a remote server.
In VB Studio, by default, Git LFS is enabled in all Git repositories for the entire organization.

If you need to store large or binary files in your project, this is how you enable and use Git LFS for a repository in the project:

1. Clone the project's Git repository.
   You can find the URL for the remote repository from the Project Home page's Repositories tab. From the Clone drop-down list, click Copy to clipboard to copy the URL, then paste it to the command line:
   ```
git clone <SSH/HTTPS repository URL>
   ```
   You must be connected to the Internet and to the remote repository to check out a branch locally. This is required.

2. Enable LFS for the local Git repository:
   ```
git lfs install
   ```
   This is required because the + File button on the Git page can't be used to upload or add a binary file directly in a remote Git repository. The only way to add a binary file is through a cloned repository.

3. Specify the file(s) to track:
   ```
git lfs track *.bin
   ```

4. Stage the files to be committed:
   ```
git add .
git add .gitattributes
   ```

5. Commit the files to the local repository:
   ```
git commit -A -M "Initial commit using LFS"
   ```

6. Push the commits to the remote repository:
   ```
git push origin main
   ```

When a binary file is pushed to a remote Git repository, it's stored on the VB Studio-connected OCI Object Storage bucket. A reference is added to the Git repository, not to the file.

If a connection to the OCI Object Storage bucket can't be made, you'll see an error message that indicates storage hasn't been enabled.

When a Git repository that uses Git LFS is deleted, its binary files on OCI Object Storage will also be deleted.

Create an Empty Git Repository

1. Click + Create Repository.

2. In the New Repository dialog box, in Name and Description, enter a unique name and a description.
   Once you create a repository, you can't change its name.

3. In Initial Content, select the Empty Repository option.
   To initialize the repository with a file, select the Initialize repository with README file option.
   You can add to and format the contents of the readme file using the Markdown markup language. If you don't want to keep the file after VB Studio creates the repository, delete it.
4. Click Create.

**Import an External Git Repository**

If you’ve been using a Git repository on another platform such as GitHub or Bitbucket, you can import files from the external Git repository to your project’s Git repository.

When you import an external Git repository, VB Studio creates a Git repository in the project and copies the branches, tags, and commit history to it from the external Git repository. No changes made to the external Git repository after the import succeeds are reflected in the imported Git repository.

1. Click **Create Repository**.
2. In the New Repository dialog box, in **Initial content**, select **Import existing repository**.
3. In the text box, enter the URL of the external Git repository.
   - If the imported Git repository is password protected, enter the repository credentials in **Username** and **Password**. Note that VB Studio doesn’t store the credentials.
4. Click **Create**.

You can also import an existing Git repository to an empty project Git repository from the Git page. If the added hosted Git repository is empty, enter the Git repository’s URL in the Git page’s **Import existing repository** section. Enter any repository credentials, if required, and click **Import**.

**Mirror an External Git Repository**

If you’ve been using a Git repository on another platform, such as GitHub or Bitbucket, and don’t want to import it to a project’s Git repository, you can mirror it in VB Studio. Mirroring copies the repository to VB Studio and then VB Studio automatically synchronizes its files. In an active VB Studio project, repositories are synchronized approximately every five minutes, but the duration may vary according to the number of external Git repositories in all projects across the organization.

Note that you can’t add or update files or manage branches of a mirrored Git repository from the project’s Git page.

If the external Git repository is a private repository or is password protected, you’ll need to create an authentication token, such as GitHub’s personal access token or BitBucket’s App Password, and use it to provide access to the external Git repository. Never provide your account’s password.

Here’s how to mirror an external repository:

1. In the left navigator, click **Project Administration**.
2. Click **Repositories**.
3. Under **External Repositories**, click **+ Link External Repository**.
4. In the New Repository dialog box, enter the URL of the external Git repository in **URL** and the repository description in **Description**.
5. Expand the **Credentials for non-public repos** section and provide the credentials to access the external Git repository.
   - In **Username**, enter the username of the external repository account. In **Token**, enter the authentication token.
6. Click **Create**.
The external repository is now available on the Git page and in the Project Home page’s **Repositories** tab. When you add an external Git repository, VB Studio shows two URLs in the repository’s **Clone** drop-down menu:

![ClonewithHTTPS.png](https://github.com/odcsqa/githubrepo.git)

![ClonewithSSH.png](ssh://idcs-ddeba14a21d74e72baf5a26c65900c12.alex.admin@callahan-vboci.developer.test.ocp.oc tec...)

Use the URL with the external address to access the repository directly. You may want to use this URL to access the repository’s updates immediately, but you’ll need to enter credentials to access a private repository. Use the URL with the internal address to access the mirrored repository. You’ll want to use this URL to access a private repository because it doesn’t require credentials.

**Upload Files From Your Computer to the Project’s Git Repository**

After using a Git client to clone the project’s Git repository to your computer, adding files, committing the changes to the cloned Git repository, you can then push the commit to the project’s Git repository:

1. **Copy the Git repository URL.**
   - On the Git page, from the **Repositories** drop-down list, select the Git repository.
   - From the **Clone** drop-down list, click **Copy to clipboard** to copy the HTTPS or the SSH URL:

   ![ClonewithHTTPS.png](https://alex.admin@callahan-vboci.developer.test.ocp.oc tec...)

2. **Open the Git client - perhaps the Git CLI.**
3. **Navigate to the directory where you want to clone the remote Git repository.**
   - If the directory into which you want to clone the repository isn’t empty, you’ll need to create a new subdirectory and clone the repository into it. You can only perform a cloning operation into an empty directory.
4. **Using the Git client, clone the project’s Git repository.**
For example, if you're using the Git CLI, use the `git clone <repository-url>` command. Use the Git repository's URL copied from step 1.

Here's an example that uses HTTPS:

```
$ git clone https://john.doe%40oracle.com@developer.us.oraclecloud.com/developer1111-usoracle22222/s/developer1111-usoracle22222_myproject/scm/developer1111-usoracle22222_myproject.git
```

Here's an example that uses SSH:

```
$ git clone ssh://usoracle22222.john.doe%40oracle.com@developer.us.oraclecloud.com/developer1111-usoracle22222_myproject/developer1111-usoracle22222_myproject.git
```

5. Open the directory to access files.

You'll notice a `.git` subdirectory in the repository directory. Don't add, delete, or modify the files of the `.git` subdirectory.

6. Copy your application files to the cloned Git repository directory.

7. To add new files to the repository, use the Git client to add them to the repository index. For example, if you’re using the Git CLI, use the `git add` command:

```
$ git add readme.txt
```

To add a directory and its files, navigate to the directory and use `git add .`.

8. Commit the updated files to the cloned Git repository.

For example, if you’re using the Git CLI, use the `git commit` command to save the changes:

```
$ git commit -am "Sample comment"
```

9. Push the commit from the cloned Git repository to the hosted Git repository.

For example, if you’re using the Git CLI, use the `git push` command:

```
$ git push origin main
```

### Push a Local Git Repository to the Project's Git Repository

If your application source code files are available in a local Git repository, you can push them to a project’s empty Git repository.

You can use any Git client to push the local Git repository to the remote Git repository:

1. Copy the URL for the project's Git repository.
   
   On the Git page, from the [Repositories] menu, select the Git repository. From the [Clone] menu, click [Copy to clipboard] to copy the HTTPS or the SSH URL, as shown:
2. Open the Git client - perhaps the Git CLI.

3. Navigate to the local Git repository directory.

4. Add the project's Git repository as the remote repository of the local repository. Use the Git repository's URL copied from step 1.

   For example, if you’re using the Git CLI, use the `git remote add <remote-repository-name> <repository-url>` command.

   Here's an example that uses HTTPS:

   ```
   git remote add origin https://john.doe@oracle.com@developer.us.oraclecloud.com/developer1111-usoracle22222/s/developer1111-usoracle22222_myproject/scm/developer1111-usoracle22222_myproject.git
   ```

   Here's an example that uses SSH:

   ```
   git remote add origin ssh://usoracle22222.john.doe@oracle.com@developer.us.oraclecloud.com/developer1111-usoracle22222_myproject/developer1111-usoracle22222_myproject.git
   ```

   Both examples add a remote repository `origin` for the repository at `developer.us.oraclecloud.com/developer1111-usoracle22222_myproject/developer1111-usoracle22222_myproject.git`.

5. Push the local Git repository to the project's Git repository.

   For example, if you’re using the Git CLI, use the `git push` command:

   ```
   git push -u origin main
   ```

6. In your project, open the Git page and check the files in the project's Git repository.

Access a Git Repository Using SSH

1. On the computer that you'll use to access the Git repository, generate a SSH key pair and upload its private key to VB Studio. See Upload Your Public SSH Key for instructions. Make sure that the Git client can access the private key on your computer.

   Ignore this step if you've already uploaded the SSH public key.

2. Copy the Git repository's SSH URL.

   On the Git page, from the Repositories drop-down list, select the Git repository. From the Clone drop-down list, click Copy to clipboard to copy the SSH URL.
3. Open the Git client - perhaps the Git CLI.

4. Navigate to the directory where you want to clone the remote Git repository.
   If the directory into which you want to clone the repository isn't empty, you'll need to create a new subdirectory and clone the repository into it. You can only perform a cloning operation into an empty directory.

5. Using the Git client, clone the project's Git repository.
   For example, if you're using the Git CLI, use the `git clone <repository-ssh-url>` command:
   ```
   git clone ssh://
   usoracle22222.john.doe%40oracle.com@developer.us.oraclecloud.com/
   developer1111-usoracle22222_myproject/developer1111-
   usoracle22222_myproject.git
   ```
   If you've already cloned the Git repository to your computer using HTTPS, use the `git remote add ssh-origin` command to add the SSH URL of the Git repository:
   ```
   git remote add ssh-origin ssh://
   usoracle22222.john.doe%40oracle.com@developer.us.oraclecloud.com/
   developer1111-usoracle22222_myproject/developer1111-
   usoracle22222_myproject.git
   ```

6. Commit the updated files to the cloned Git repository.

7. Push the commit from the cloned Git repository to the hosted Git repository:
   ```
   git push ssh-origin main
   ```

---

Access a Git Repository Using Token-Based Authentication

You can use an authentication token generated in VB studio to access a git repository.

**Note:**

If you have user rights to read and write to Git for all projects you are a member of, you can create a token using the **All User Rights** option; however, the **All User Rights** scope token does not have ability to create or delete tokens or modify any other profile preferences settings.

1. From your VB Studio preferences, generate an authentication token for your project with both Read and Write Git permissions. See **Set Up Token-Based Authentication**.

2. Open the Git client.
3. Navigate to the directory where you want to clone the remote Git repository.
   If the directory into which you want to clone the repository isn’t empty, you’ll need
to create a new subdirectory and clone the repository into it. You can only perform
a cloning operation into an empty directory.

4. Using the Git client, clone the project’s Git repository.
   For example, if you’re using the Git CLI, use the
   
git -c http.extraHeader="Authorization: Bearer <token>" clone
   <gitURL>
   
command:

   git -c http.extraHeader="Authorization: Bearer
   wKArsxaIVh0DAhJ302Uwp0uROphc2HgrQnbSHrcV2go" clone https://
   john.doe@oracle.com@developer.us.oraclecloud.com/developer111-
   usoracle2222/s/developer111-usoracle2222_myproject/scm/
   developer111-usoracle2222_myproject.git

5. Commit the updated files to the cloned Git repository.
6. Push the commit from the cloned Git repository to the hosted Git repository:

   git -c http.extraHeader="Authorization: Bearer
   wKArsxaIVh0DAhJ302Uwp0uROphc2HgrQnbSHrcV2go" push origin main

Add and Manage a Git Repository’s Files

You can add and update a Git repository’s files online from the Git page or clone the
Git repository to your computer and update the files locally.

Manage Files from the Git Page

If you are a project member, you can browse, add, edit, rename, and delete a Git
repository’s files. You can also view commit histories for the files. However, you cannot
add or update files in a linked external Git repository.

You must be a project member to add or update a Git repository’s files:

1. In the left navigator, click Git
2. From the Repositories drop-down list, select the Git repository. From the
   Revisions drop-down list, select the branch.
3. On the right side of the page, click Files, if necessary.
4. Browse and click a directory name to open it.
   To go back to a file’s or a sub-directory’s parent directory, click l and select the file
   or directory from the menu. To go to the root directory, click . To copy a file’s or
   a directory’s path, click Copy to clipboard.

You can perform these file management tasks from the Git page:
### Action | How To
--- | ---
Add a file | 1. Click `+ File`.
2. In **File Name**, enter the file's name and extension.
3. In the code editor, add or enter the file contents.
4. Click **Commit**.
5. In the Commit Changes dialog, enter a commit summary in the first text box, any details in the **Details** text box, and then click **Commit**.

To save the file to a new directory or a directory structure, include the file path in **File Name**. The path can be a relative path or an absolute path. To specify an absolute path, add a `/` in the beginning.

For example:
- Enter `test/text_file.txt` to save the `text_file.txt` file in the `test` directory on the current path. If the `test` directory doesn't exist, it's created.
- Enter `/test/text_file.txt` to save the `text_file.txt` file in the `test` directory on the root. If the `test` directory doesn't exist, it's created.

View a file | To view a file's contents, in the **Files** view, browse, and click the file name link. The file opens in the **File** view of the Git page. If you open a text file or an image file, its contents are displayed in a read-only editor. A binary file's contents aren't displayed.

If the text content exceeds the width of the editor, use the arrow keys to scroll left, right, up, and down. You can also use the scroll buttons to scroll horizontally. Move the cursor to the left or the right edge of the editor and click **Right Scroll ✓** or **Left Scroll ◀** to scroll one character at a time.

To view the file in raw (unformatted) format in the web browser, click **Edit ✒**, and select **Raw**. The contents of the opened file are displayed in a new tab or a window of the web browser. If the file is a text file or an image (such as `.png`, `.jpg`, `.bmp`, and `.gif`), it's displayed in the browser. A binary file's contents such as `.zip` and `.rar` aren’t displayed, but you can use the browser URL to download it.

View a file’s annotations and commits | Open the file and click **Blame**. The Blame view displays annotations of the open file for each updated code line (or group of code lines) with commit information. The annotation includes commits that affected code lines, author, the date-time stamp of the commit, and the commit message.

Edit, rename, or move a file | Open the file and click **Edit ✒**. Edit the file’s contents in the code editor. To rename the file or move it to another directory, in the file name text box, enter the new name or path. Click **Commit** to save.

Delete a file | To delete a file, click **Actions ***** next to **Edit ✒**, and select **Delete**. In the Commit Changes dialog box, enter the commit summary in the first text box and details in the **Details** text box, and click **Commit**.

---

### Use Git Commands to Manage Files

To access and manage your project’s Git repository files from your computer, use a Git client - perhaps the Git CLI.
Here are some of the most common Git commands you can run in the Git CLI to work on files in your local Git repository:

<table>
<thead>
<tr>
<th>Run this command ...</th>
<th>To:</th>
</tr>
</thead>
</table>
| `git clone` `<repository-url>` | Clone a project's Git repository to your computer:  
  `git clone https://john.doe%40example.com@developer.us.oraclecloud.com/developer1111-usoracle22222/s/developer1111-usoracle22222_myproject/scm/developer1111-usoracle22222_myproject.git` |
| `git add` `<filename>` | Add a file that you've added to the repository's directory to the repository's index:  
  `git add readme.txt`  
  Add all new files to the index:  
  `git add --all`  
  To add a directory and all its contents to the index, navigate to the directory and use this command:  
  `git add .` |
| `git rm` `<filename>` | Remove a file from the repository:  
  `git rm readme.txt` |
| `git status` | Check the status of added and edited files:  
  `git status` |
| `git branch` | Create a branch:  
  `git branch new_branch`  
  List all branches in the repository:  
  `git branch`  
  Delete a *local* branch:  
  `git branch -d local_branch`  
  If the branch contains commits that haven't been merged into any other local branches or pushed to a remote repository, Git may not perform the deletion. This protects you from inadvertently losing commit data. To force the deletion regardless, use the `-D` option instead.  
  To delete a *remote* branch, you must use the `git push` command:  
  `git push origin --delete remote_branch` |
<table>
<thead>
<tr>
<th>Run this command ...</th>
<th>To:</th>
</tr>
</thead>
</table>
| `git checkout`       | Checkout and switch to a branch:  
  `git checkout new_branch`  
  *Pass the `-b` option in to the `git checkout` command to create a branch and switch to it immediately:*  
  `git checkout -b new_branch` |
| `git merge`          | Merge a branch with the checked out branch:  
  `git merge new_branch` |
| `git commit`         | Commit changes to the local Git repository:  
  `git commit -m "Initial commit"` |
| `git pull`           | Incorporate changes from the project's Git repository to the local Git repository:  
  `git pull origin main` |
| `git push`           | Push commits to the project's Git repository:  
  `git push -u origin main` |

To display the Git help index, use the `git help` command. Use the `git help git` command to open the help index in a web browser. To display help for a particular command, use the `git help <command>`.

**Associate a VB Studio Issue with a Commit**

When you save changes to a Git repository, you might want to link a VB Studio issue that's assigned to you with the commit.

To associate an issue with a commit, add `Task-URL: <issue-url>` in the commit message:

```
git commit -AM "Update for Issue 4 Task-URL:https://developer.ourcompany.com/qa-dev/#projects/mydevproject/task/4"
```

If the commit is successful, the SHA-1 checksum hash of the commit will be added to the issue. If you want, you can open the issue in the Issues page, locate the commit link in the **Commits** section under **Associations**, open the commit, and verify the SHA-1 checksum hash.

Alternatively, you could use an abbreviated form, such as "Update for Issue 4" in the commit message and you'd see a link to both the commit and the issue in the Activities feed. There wouldn't, however, be a link in the **Commits** section under **Associations** in the Issues page.

**Work with Git from the Designer**

Several common Git commands can be used directly from the Git menu in the Designer header or from the Options menu in the Git panel:

- **Switch Branch/Switch Sandbox**  
  Switch branches and optionally commit your changes to the branch you switch to, or create a new branch from the branch you are currently working in.

- **Add file(s)**
Select an untracked file and mark it for inclusion (add) in your next commit to the current branch. Once the file has been added, it'll move from the Untracked category to the Changed category. You can select and add multiple untracked files in one operation.

- **Save uncommitted files locally**
  Temporarily **stash** changes you’ve made to your working copy when you're midway through a code change and aren't quite ready to commit. When you're ready to work on something you previously stashed, you can apply that stash to bring back your saved changes and pick up right where you left off.

  You can either **apply** a stash or **pop** it to your working branch:
  - When you apply a stash, its changes are restored and the stash remains in the stash list, so you can apply the same stash to multiple branches.
  - When you pop a stash, its changes are restored and it is removed from the stash list.

When you no longer need a stash, you should delete it and keep your stash list clean. However, keep in mind that once you've deleted a stash, you can't recover it.

- **Rollback file**
  Select a changed file and revert modifications made to the file since its last commit to the current branch. This option is available only for files with changes that have been committed to the branch. The option isn't available when your workspace is in an interrupted state, like when conflicts occur during Merge or Pull operations.

- **Commit**
  Group changes that you've made and save them to the local repository. Can be used in tandem with the Push option, where you can commit your changes before pushing them to the remote repository as part of the push operation. You can also deselect any changed files that you do not want to commit or push.

- **Status**
  Display the state of the working directory and the staging area. This option tells you which changes have been staged, which haven’t, and which files aren’t being tracked by Git.

- **Diff**
  Compare two input data sets and output the changes (differences) between them. This option is often used with the Status option to analyze the current state of your Git repository.

- **Pull**
  Download and integrate remote changes. The branch that the data is integrated into is always the currently checked out HEAD branch.

- **Push**
  Publish new local commits on a remote server. The branch that the data is uploaded from is always the currently checked out HEAD branch.

  If you're working in a scratch repository, you can push your scratch repository's content to a new remote Git repository that VB Studio can create for you so other team members can work with your visual app.

- **Reset to HEAD**
  Undo changes. Moves the HEAD ref pointer as well as the current branch ref pointer.

- **Merge**
Integrates changes from another branch. The branch that receives changes is always the currently checked out HEAD branch.

- **Rename a Branch**
  Change your current branch's name, retain its history, and push the renamed branch to the remote repository. The current remote branch won't be renamed or deleted. If the renamed branch is local only, it will be renamed, but won't be automatically pushed to the remote repository.

- **Delete a Local Branch**
  Delete local Git branches you no longer need, after you finish working on a branch and you've pushed your changes to a remote repository. If your local branch has uncommitted changes, you'll lose them after the branch is deleted so, before deleting the local branch, commit any changes you want to keep.

- **View Git history**
  VB Studio keeps track of all the Git actions you perform in your workspace by logging them as action details. You can use the Git History panel to view your Git actions, see the results of each action, and keep track of what you've done in the workspace. Accessing this panel is useful for checking the sequence of recent actions and their details, especially when troubleshooting issues with version control. You can also filter the actions by various criteria (commit message, revision ID, branch name, action type, and so on) to quickly locate events and check details to understand its history.

### Use Branches

Branching lets you work on different features and updates at any time without affecting the original source code.

Before you start working on a new feature or update major portions of the source code, it's considered a good practice to create a branch and commit your changes to the new branch. This way your changes don't affect the original source code and are safe to test and review. To learn more about the Git branch workflow, read the [Git Branching - Branching Workflows](https://git-scm.com/book/en/v2/) topic in the Git book at [https://git-scm.com/book/en/v2/](https://git-scm.com/book/en/v2/).

By default, all Git repositories have one default main branch. However, you can add more branches to the repository. You can also subscribe to email notifications for commits made to the repository's branches, and you can compare, rename, and delete branches.

### Create a Branch

You can't create a branch in an empty Git repository. First, you have to clone the repository to your computer, add and commit files to the default main branch that's automatically created, and then push the branch to the project's Git repository. Only after the main branch has been pushed to the repository, can you create additional branches.

A branch can be marked as a private branch. Only branch owners can push commits to a private branch. You must be a project member to be able to create a branch.

You can create a branch from the VB Studio Designer as well. We'll describe that here too.

From the **Git page's **Refs **view**, you can create a branch from the base branch, from the head (tip) of an existing branch, or from a tag:
<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
</table>
| Create a branch from a base branch | 1. In the Git page’s Refs view, click Branches.  
2. From the Repositories drop-down list, select the repository.  
3. Click + Create Branch.  
4. In the New Branch dialog box, in Name, enter the branch name. From the Base drop-down list, select the base revision name.  
5. To mark the branch as a private branch, select the Private Branch check box.  
6. Click Create. |
| Create a branch from the head (tip) of another branch | 1. In the Git page’s Refs view, click Branches.  
2. From the Repositories drop-down list, select the repository.  
3. Click + New Branch.  
4. In the branch list, next to the source branch name, click Actions ***, and select Branch.  
5. In the New Branch dialog box, enter a name for the new branch.  
6. To mark the branch as a private branch, select the Private Branch check box.  
7. Click Create. |
| Create a branch from a tag | 1. In the Git page’s Refs view, , click Tags.  
2. From the Repositories drop-down list, select the repository.  
3. Click + New Branch.  
4. In the tags list, next to the tag name, click Actions *** and select Branch.  
5. In the New Branch dialog box, enter a name for the new branch.  
6. To mark the branch as a private branch, select the Private Branch check box.  
7. Click Create. |

Protect a Branch

By default, any project member can rename or delete a repository branch, and push or merge another branch into it. The project owner can protect a branch from these actions by setting restrictions on the branch:

1. In the left navigator, click Project Administration.
2. Select the Branch Protection tile.
3. Click in the search repository field and select the Git repository that has the branch you want to protect.
All rules protecting the branches in that repository are displayed. To filter the list, type a full or partial rule name. Select a rule to display its details in the right-hand pane.

4. Select the **Branch name** radio button, click in the search field below it, and select the branch.

If no rules have been associated with the branch, proceed to the next step.

If there any rules already associated with the branch, those will be displayed. If you select a rule, its details will be displayed in the right-hand pane.

5. Click **+Rule** to create a new rule for the repository and associate it with a branch or multiple branches that match a defined pattern.

The **New Protection** dialog is displayed.

a. Click in the search repositories field and select the repository that you want to define the rule for.

b. Click in the Provide glob pattern or select branch field.

Select one of the displayed branches to associate the new rule with a specific branch or add an expression using wildcards to associate the rule with branches that match the glob pattern you provide. See **Glob Pattern Reference for Matching Branch Names**.

c. Set the protection level (**Open**, **Requires Review**, **Private**, **Frozen**) and corresponding options.

Here are the branch protection actions you can define:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Require review and restrict merge actions</td>
<td>Select the <strong>Requires Review</strong> option and configure the review options.</td>
</tr>
<tr>
<td>Restrict push actions to project owners and branch owners</td>
<td>See <strong>Set Review and Merge Restrictions on a Repository Branch</strong>.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lock a branch</td>
<td>Select the <strong>Frozen</strong> option. No changes are allowed to a locked branch by any user.</td>
</tr>
<tr>
<td>Prevent forced pushes to the branch</td>
<td>Select the <strong>Do not allow forced pushes</strong> check box. The check box isn't available when the <strong>Requires Review</strong> or the <strong>Frozen</strong> option is selected as force push aren't allowed on a review or a frozen branch.</td>
</tr>
<tr>
<td>Prevent renaming and deleting the branch</td>
<td>Select the <strong>Do not allow renaming and deleting branch</strong> check box. The branch can be renamed or deleted after you deselect the check box. The check box isn't available when the <strong>Requires Review</strong> or the <strong>Frozen</strong> option is selected.</td>
</tr>
</tbody>
</table>
d. Click **Create**.

The Activities stream on the Project Home page will report that the branch protection settings were modified.

### Glob Pattern Reference for Matching Branch Names

Glob syntax can be used to specify pattern-matching behavior. A glob pattern is specified as a string and is matched against a branch name. These wildcard characters can be used in glob patterns:

<table>
<thead>
<tr>
<th>Wildcard</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>*</td>
<td>Matches zero or more characters of a name without crossing directory boundaries.</td>
</tr>
<tr>
<td>**</td>
<td>Matches zero or more characters of a name crossing directory boundaries.</td>
</tr>
<tr>
<td>?</td>
<td>Matches exactly one character.</td>
</tr>
<tr>
<td>[]</td>
<td>A bracket expression that matches a single character out of a set of characters or, when the hyphen character is used, a range of characters. For example, [abc] matches &quot;a&quot;, &quot;b&quot;, or &quot;c&quot;. [a-z] specifies a range that matches from &quot;a&quot; to &quot;z&quot;, inclusive. Forms can be mixed, so [abce-g] matches &quot;a&quot;, &quot;b&quot;, &quot;c&quot;, &quot;e&quot;, &quot;f&quot; or &quot;g&quot;. If the character after the left bracket is an exclamation mark (!), it indicates negation, so the expression ![a-c] matches any character except &quot;a&quot;, &quot;b&quot;, or &quot;c&quot;. Within a bracket expression, the *, ?, and \ characters match themselves. The (-) character matches itself if it is either the first character within the brackets or the first character after the !, if negating.</td>
</tr>
<tr>
<td>{}</td>
<td>Represents a group of subpatterns. The group matches if any subpattern in the group matches. Uses a comma (&quot;,&quot;), to separate subpatterns. Groups can't be nested.</td>
</tr>
<tr>
<td>\</td>
<td>Escapes characters that would otherwise be interpreted as special characters. For example, the expression &quot;&quot; matches a single backslash and &quot;(&quot; matches a left brace.</td>
</tr>
</tbody>
</table>

The forward slash (/) represents the directory separator on all platforms.

### Manage a Branch

After you create a branch, you can rename it, compare it with another branch of the Git repository, or delete it.

You must be a project owner or member to edit and update a branch. You can perform the branch management actions from the **Refs** view of the **Git** page.
Manage a Git Repository

After you’ve created a Git repository, you can edit its description, set its default branch, index it, and delete it but you cannot change its name:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Edit a Git repository’s description</td>
<td>On the Git page, from the Repositories drop-down list, select the Git repository. In the Files or Logs view, click the repository description to edit it. Alternatively, on the Project Settings: Repositories page, mouse over the Git repository name, click Menu ☰, and select Edit ✒. In the Edit Repository dialog box’s Description field, enter or edit the repository description, and click Update.</td>
</tr>
<tr>
<td>Set the default branch</td>
<td>When you open a Git repository on the Git page, the contents of the default branch are displayed. By default, the main branch of a Git repository is set as the default branch. However, you can set any branch to be the default branch of a Git repository. On the Project Settings: Repositories page, mouse over the Git repository name, click Menu ☰, and select Edit ✒. From the Edit Repository dialog box’s Default Branch drop-down list, select the branch, and click Update ✔.</td>
</tr>
</tbody>
</table>
Index a Git repository

Indexing a Git repository creates or updates the Git repository index file with the latest changes. A Git index file is a binary file that serves as a virtual staging area for the next commit. This file contains a sorted list of object path names, each with a blob object's permissions and the SHA-1.

To index a repository, on the Project Settings: Repositories page, mouse over the Git repository name, click Menu 📑, and select Index 🔃.

Delete a Git repository

On the Project Settings: Repositories page, mouse over the Git repository name, click Menu 📑, and select Delete 🗑️. In the Remove Repository dialog box, click Yes.

Copy a Git File/Repository's URL

From the Git page, you can copy and share the URL of a Git repository, a file in the Git repository, or a line in a file in the Git repository.

Before you share the URL, remember that only project members can use the URL to access the file or clone the repository. If the project is shared, organization members can also access files in the project's repository or clone the repository, but they can't update them.

These are the copy URL actions you can perform from the Git page:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Copy a Git repository's URL</td>
<td>To clone a Git repository or to access it using a Git client, you use the URL of the repository. You can copy the URL from the Project Home page's Repositories tab, the Git page, or from the Project Settings: Repositories page. In the Project Home page's Repositories tab or the Project Settings: Repositories page, search for the Git repository, and click the Clone drop-down list to see the HTTPS and SSH URLs of the repository. To the right of the URL, click Copy ☁️ (or select the URL and press Ctrl + C or use the mouse context menu) to copy the URL to clipboard.</td>
</tr>
</tbody>
</table>

**Note:**

Git over HTTPS works if your cloud account uses federation with Oracle Identity Cloud Service. If you are federating with other identity providers, such as Microsoft Azure Active Directory or Microsoft Active Directory, Git over HTTPS won't work. We recommend using Git over SSH instead, when you use federation with identity providers other than Oracle Identity Cloud Service.

The SSH URL of an external Git repository isn't available.

Copy the URL of a file in the Git repository

In the Files view of the Git page, open the file. From the address bar of the browser, copy the URL.
### View File/Repository History

Use the Git page’s Logs view to see the history of commits, branches, and merges of a file or Git repository and its revisions.

1. From the Repositories drop-down list, select the Git repository. From the Revisions menu, select the branch.

2. To view the commit history of a file, browse to and open the file. Skip this step to view the commit history of the selected Git repository.

3. On the right side of the page, click Logs.

#### Action | How To
--- | ---
**View the commit history in a list format** | In the Logs view, click the History List toggle button. To view the history of another branch or tag, in the text box to the right of the History toggle button, enter branch or tag names. You may also click the text box and select the revisions from the drop-down list. You can add multiple branches or tags. To view the history of all revisions of the selected Git repository, remove all revision names from the text box.
Use Tags

Tagging lets you mark a specific point of time in the history of the repository. For example, you can create a tag to mark the Git repository state of an application's stable state, before a release.

Create and Manage Tags

From the Refs view of the Git page, you can create and manage a Git repository's tags.

You must be a project owner or member to create and manage tags:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
</table>
| View the commit history as a graph | In the Logs view, click the History Graph toggle button. In the graph:  
  - Each dot represents a commit.  
  - To see the details of the commit, click the dot.  
  - A splitting line represents a branch.  
  - Joining lines represent a merge.  
  - Latest commits appear at the top of the graph. |

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
</table>
| Create a tag | 1. In the Refs view of the Git page, click Tags.  
  2. From the Repositories drop-down list, select the repository.  
  3. Click + New Tag.  
  4. In the New Tag dialog box, in Name, enter the tag name. In Base, enter the base revision name. Click Create. |
| Rename a tag | 1. In the tags list of the Tags view, to the right of the tag name, click *** and select Rename.  
  2. In the Rename Tag dialog box, in New Name, enter the new tag name, select the I want to rename the tag check box, and click Rename. |
| Compare a tag | In the tags list of the Tags view, to the right of the tag name, click *** and select Compare.  
  On the Compare page that opens, by default, the tag is compared with the default branch. |
| Delete a tag | In the tags list of the Tags view, to the right of the tag name, click *** and select Delete. In the Delete Tag dialog box, select the I want to delete the tag check box and click Delete. |
Compare Revisions

You can compare any two revisions of a Git repository. The base revision indicates the starting point of the comparison and the compare revision indicates the end point. The revision could be a branch, a tag, or a commit SHA-1 checksum hash.

Here's how to compare two revisions of a Git repository:

1. On the right side of the Git page, click Compare.

2. From the Base Revision drop-down list on the left, select the base revision.
   
   By default, the Git page selects the last commit of the repository as the base revision and the selected revision as the compare revision.

3. From the Compare Revision drop-down list on the right, select the compare revision.

You can compare these revisions:

- Branch versus branch
- Tag versus tag
- Commit versus commit
- Branch versus tag
- Commit versus branch
- Tag versus commit

On the Compare Result page, the Changed Files tab and the Commits tab. The Changed Files tab lists files that have changed between the base revision and the compare revision. The Commits tab lists all commits that have happened between the base revision and the compare revision since their common commit. The Commits tab is enabled if From Merge Base is selected in From Merge Base or Revisions.

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Compare with a parent of the base revision</td>
<td>From the Base Revision drop-down list, click the Parents tab, and then click the SHA-1 checksum hash of the parent commit.</td>
</tr>
<tr>
<td>View differences between the base revision and the compare revision since the last common commit to both revisions</td>
<td>From the From Merge Base or Revisions drop-down list, select From Merge Base (...). Select Revisions (...) to show the differences between the heads (or tips) of the base revision and the compare revision.</td>
</tr>
<tr>
<td>Switch the base revision and the compare revision</td>
<td>Click Switch Base.</td>
</tr>
<tr>
<td>Create or open a merge request</td>
<td>If a merge request exists with the Compare Revision as the review branch, click the merge request button to open the merge request review page. If a merge request doesn’t exist, click + Merge Request to create a merge request with Base Revision as the target branch and the Compare Revision as the review branch.</td>
</tr>
<tr>
<td>View the compare options</td>
<td>Click Diff Preferences to view various compare options.</td>
</tr>
</tbody>
</table>
Add Comments to a File

When you’re comparing files, you can add inline comments, which will be visible to all project users, to the source code changes made to a file:

1. Browse to and open the file.
2. On the right side of the page, click Logs.
3. For the commit that changed the file and added the changes you want to comment on, click the button with the first seven characters of the commit’s SHA-1 checksum hash as the label.
4. In the Changed Files tab of the Compare view, mouse-over the line number of the file and click Add Comment  
   
   If you selected the Unified view, click the line number in the second column. If you selected the Side by Side view, click the line number of the file on the right.
5. In the Leave a comment box, enter the comment, and click Comment.

   The comment is added as an inline comment to the file and is visible to all project members. To reply to a comment, click Reply ←, enter the comment in the Leave a reply box, and click Comment.

Watch a Git Repository

You can watch a Git repository branch and receive email notifications when any file of the branch is updated in the project’s Git repository.

To get email notifications, enable them in your user preferences, and then set up a watch on the branch from the Git page’sRefs view.

Here’s how to subscribe to email notifications and get them when updates happen in branches you are watching:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable email</td>
<td>In your user preferences page, select the SCM/Push Activities check box.</td>
</tr>
<tr>
<td>notifications</td>
<td></td>
</tr>
<tr>
<td>Watch a branch</td>
<td>1. Open the project.</td>
</tr>
</tbody>
</table>
|                      | 2. In the left navigator, click Git  
                      | 3. On the right side of the page, click Refs.                                                                                           |
|                      | 4. If necessary, click Branches  
                      | 5. In the branch list, to the right of the branch name, click cc.                                                                    |
|                      | Alternatively, click Actions ***, and select Subscribe.                                                                                   |
|                      | A Subscribed ✔ icon appears indicating that you are subscribed to email notifications of the branch updates.                              |
|                      | To unsubscribe, click cc again.                                                                                                          |
Search a Git Repository

You can search the project's Git repositories for a file name, directory name, or a term in the source code files, file paths, and file revisions.

The search field supports common programming languages, such as HTML, JavaScript, CSS, and Java. You can use these features while searching terms:

- Language-aware
- Auto-suggest
- Symbols (class and function names) and file names
- CamelCase

Here's how to search for a term in Git repositories:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Search for a term in a Git repository and a revision</td>
<td>1. From the Repositories drop-down list, select the Git repository. From the Revisions drop-down list, select the revision.</td>
</tr>
<tr>
<td></td>
<td>2. In the top-right corner of the page, in the Search Code box, enter the search term or select it from the suggestion list.</td>
</tr>
<tr>
<td></td>
<td>3. Click Search.</td>
</tr>
<tr>
<td>Search for a term in all revisions of a Git repository</td>
<td>1. From the Repositories drop-down list, select the Git repository. From the Revisions drop-down list, select the revision.</td>
</tr>
<tr>
<td></td>
<td>2. In the top-right corner of the page, in the Search Code box, enter the search term or select it from the suggestion list.</td>
</tr>
<tr>
<td></td>
<td>3. Click Search.</td>
</tr>
<tr>
<td></td>
<td>4. In the Revisions drop-down list, click Reset.</td>
</tr>
<tr>
<td></td>
<td>The Revisions drop-down list now shows All Revisions.</td>
</tr>
<tr>
<td>Search for a term in all Git repositories</td>
<td>1. From the Repositories drop-down list, select the Git repository. From the Revisions drop-down list, select the revision.</td>
</tr>
<tr>
<td></td>
<td>2. In the top-right corner of the page, in the Search Code box, enter the search term or select it from the suggestion list.</td>
</tr>
<tr>
<td></td>
<td>3. Click Search.</td>
</tr>
<tr>
<td></td>
<td>4. From the Repositories drop-down list, select the All Repositories option, or click Reset.</td>
</tr>
</tbody>
</table>

The search result page displays all files, file paths, and file revisions that contain or match the search term (or symbol). To reset the search, to the left of the Search Code box, click Back.
Download a Git Repository's Archive

If a Git repository's branch or tag isn’t required, and if you plan to delete it, it's considered good practice to create and back up an archive of the branch or tag before you delete it. From the **Refs** view of the Git page, you can download an archive file (zip or tgz) for a Git repository's branch or tag:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Download a branch's archive</td>
<td>1. In the Git page’s <strong>Refs</strong> view, click <strong>Branches</strong>.</td>
</tr>
<tr>
<td></td>
<td>2. From the <strong>Repositories</strong> drop-down list, select the repository.</td>
</tr>
<tr>
<td></td>
<td>3. In the branches list, to the right of the branch name, click *****,</td>
</tr>
<tr>
<td></td>
<td>select <strong>Download</strong>, and then select <strong>zip</strong> or <strong>tgz</strong>.</td>
</tr>
<tr>
<td>Download a tag's archive</td>
<td>1. In the Git page’s <strong>Refs</strong> view, click <strong>Tags</strong>.</td>
</tr>
<tr>
<td></td>
<td>2. From the <strong>Repositories</strong> drop-down list, select the repository.</td>
</tr>
<tr>
<td></td>
<td>3. In the tags list, to the right of the tag name, click *****, select</td>
</tr>
<tr>
<td></td>
<td><strong>Download</strong>, and then select <strong>zip</strong> or <strong>tgz</strong>.</td>
</tr>
</tbody>
</table>

Review Source Code with Merge Requests

Reviewing source code can help you avoid bugs, identify design issues, and catch design and implementation problems that might affect application performance. To get the source code reviewed, you need to create a merge request.

Merge Requests Concepts and Terms

As the name suggests, a merge request is a request to merge a branch into another. Before merging the branch, you may want your team members to review updates made to the branch and share their feedback. A merge request combines the review and merge processes into one easy collaborative process.

You can also link related issues and builds to the merge request that are automatically updated or triggered when you merge branches.

Here are the terms that this documentation uses to describe the merge request features and components:

<table>
<thead>
<tr>
<th>Term</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Review branch</td>
<td>Branch to be reviewed and merged.</td>
</tr>
<tr>
<td>Target branch</td>
<td>Branch that the review branch will merge into.</td>
</tr>
<tr>
<td>Reviewer</td>
<td>Project user invited to review the changed files of the review branch.</td>
</tr>
<tr>
<td>Requester</td>
<td>Project user who created the merge request.</td>
</tr>
<tr>
<td>Subscriber</td>
<td>Project user who isn’t a reviewer, but is watching the merge request.</td>
</tr>
<tr>
<td>Term</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Default reviewer</td>
<td>Project user who’s automatically added as a reviewer if a branch is selected as the review branch. Only a project owner can create default reviewers of a branch.</td>
</tr>
<tr>
<td>Approved</td>
<td>Reviewer’s feedback with no objection to the changes made to the source code in the review branch.</td>
</tr>
<tr>
<td>Rejected</td>
<td>Reviewer’s feedback with objections to changes made to the source code in the review branch and a recommendation not to merge the review branch into the target branch.</td>
</tr>
<tr>
<td>General comment</td>
<td>A comment in the Conversations tab of the merge request.</td>
</tr>
<tr>
<td>Inline comment</td>
<td>A comment added to a line of a file under review.</td>
</tr>
<tr>
<td>Pending (or unpublished) comment</td>
<td>An inline comment that you didn’t publish when you added it.</td>
</tr>
</tbody>
</table>

To understand the workflow of a merge request, let’s consider you’re a software developer assigned a new feature to implement. These steps summarize the action you’d perform to set up a merge request and merge branches:

1. Create a branch from a stable branch (say `main`) of the source code Git repository. You’d add or update the files of the new branch to implement the new feature.
   
   You can do this in the cloned Git repository on your computer or on the VB Studio Git page.

2. On your computer, pull the latest content from the project's Git repository, checkout the new branch, update the required files, and commit and push the checked out branch to the project's Git repository.

3. If required, create a build job to generate artifacts from the new branch to verify the stability of the application.

4. Create a merge request with the new branch as the review branch and the stable branch as the target branch.

5. Add your manager and other team members as reviewers.

6. To resolve the feature related issues when you close the merge request, link the issues to the merge request.

7. Depending on the review feedback, you may need to update some files and check the stability of the branch. To trigger a build of the job automatically when you update the files of the review branch, link the job to the merge request.

8. Again, based on the feedback and build status of the linked jobs, you may want to merge the branch with the stable branch or abandon it. If you merge the branches, the linked issues are automatically resolved.

If you're invited to a merge request, you can add comments to the updated files, and share your feedback whether you've any objection to merge branches:

1. Open the merge request.

2. Check the commits made to the review branch and compare the changed files.

3. Add general or inline comments, if necessary.

4. Submit your feedback as **Approved** if you find the code updates acceptable, or **Rejected** if you have objections.
If you're a project member but aren't invited to a merge request, you can add comments but you can't share your feedback.

It isn't necessary to add reviewers to a merge request. If you're sure that the changes made to the review branch don't require a review, you can merge both branches without a review. If you're comfortable using Git, you can merge branches from a Git client without creating a merge request.

### Merge Request States

A merge request can be in one of these states:

<table>
<thead>
<tr>
<th>State</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Open</td>
<td>Code review is in progress. A merge request's status remains Open until the branches are merged or the request is closed.</td>
</tr>
<tr>
<td>Merged</td>
<td>Code review is complete and the review branch has been merged with the target branch. The review is closed for inline comments, but can accept general comments.</td>
</tr>
<tr>
<td>Closed</td>
<td>Code review is closed without merging the review branch with the target branch. The review is closed for inline comments, but can accept general comments.</td>
</tr>
</tbody>
</table>

### Create and Manage a Merge Request

After you create a merge request, you add reviewers and link related issues and jobs to it.

#### Create a Merge Request

You must be a project member to create a merge request from the Merge Request page. You can't create a merge request if the branch that you want to be reviewed has any merge restrictions set or is already under review in another merge request.

Here's how to create a merge request:

1. In the left navigator, click **Merge Requests**.
2. Click **Create Merge Request**.
3. On the Branch page of the New Merge Request wizard, in **Repository**, specify the Git repository.
4. In **Target Branch**, select the branch that the review branch will be merged into.
5. In **Review Branch**, select or enter the name of the branch to be reviewed. If the branch doesn't exist, it'll be created.
   - If the review branch is already under review in another merge request, the branch name won't appear in the **Review Branch** list.
6. Click **Next**.
7. On the Details page of the New Merge Request wizard, in **Linked Issues**, add issues related to the merge request.
   When you're merging branches or closing the merge request, you can mark the linked issues as resolved.

8. In **Linked Builds**, add jobs related to the merge request.
   Builds of the linked jobs will be run automatically whenever the review branch is updated.

9. In **Tags**, add project tags to associate them with the merge request.
   You can use these tags to search merge requests.

10. In **Summary**, enter a summary (or title) of the merge request. If one isn't specified, the default summary: `Merge Request for branch <review_branch_name>` will be set.

11. In **Reviewers**, select team members and groups who'll review the updates.

If the branch is protected, at least one default reviewer must approve the merge request. Here's what you can select:

- To add all reviewers of the last merge request you created, select **Last Used**.
- To add all the default reviewers for the protected branch, select **Default Reviewers**.
- To add default reviewers individually, select each one from the list displayed. Default reviewers are identified by the Default Reviewer tag next to their name. Reviewers that aren't default reviewers can also be selected from the list and can be added individually.
- To add a group of team members, select a group that has been previously defined by your organization administrator, such as the QA group in the image. This can be quite a timesaver, especially if the group you're adding has many members.

To remove a selection, click the **X** icon to the right of the selection.
12. Click **Next**.

13. On the the New Merge Request wizard's Description page, enter a description, and click **+ Create**.

You can use the project's wiki markup to format the description.

After the merge request has been created, you're assigned the **Requester** role and all reviewers are assigned the **Reviewer** role. Email notifications are sent to reviewers informing them that they've been added as reviewers.

Create a Merge Request from the Command Line

If you use Git commands to manage source files from your computer, you can create merge requests from the command line when you're publishing changes to a project's repository. You can also add reviewers to merge requests made from the command line.

Use `git push` options to create a merge request that publishes changes from your local branch to a remote branch:

```
git push -o mr.target=<target-branch> origin <feature-branch>
```

where:

- `<target-branch>` is the branch where your changes will be merged.
- `<feature-branch>` is the branch to be reviewed. If the `feature-branch` you specify is already under review, the merge request won't be created.

For example, this command creates a merge request for the branch `myfeature` before merging to main:

```
git push -o mr.target=main origin myfeature
```

**Note:**

The `Git push -o` option is available only with Git version 2.10 or higher. With these versions, you can use the `--push-options` option or the shorter `-o` option.

If you want to add reviewers to the merge request, include the `mr.addReviewer` option or use the `mr.add.defaultReviewers` option if you've set default reviewers for the target branch. For example, this command:

```
git push -o mr.target=main -o mr.addReviewer=clara.coder -o mr.addReviewer=tina.testsuite origin myfeature
```

identifies two reviewers by their user names (`clara.coder` and `tina.testsuite`). Both users will be added as reviewers to the merge request for the `myfeature` branch.
Tip:
If you frequently create merge requests, it's helpful to add an alias for the create merge request option to the `.git/config` file at the local level for each repository (refer to Git documentation for details). For example:

```
cat .git/config
[alias]
  review = push -o mr.target=main
```

Now, you can use the review alias to create a merge request for the myfeature branch and add clara.coder as the reviewer:

```
git review -o mr.add reviewer=clara.coder origin myfeature
```

Note:
You cannot use the options to create merge request and add reviewers with the `git push --all` command or for references other than the HEAD branch.

After your changes have been successfully pushed and the merge request has been created, click the See merge request link included in the command output to view the merge request that was created for you in VB Studio, for example:

```
user123@rmt123 /tmp/code2cloud.example (myfeature) $ git push -o mr.target=main origin myfeature
Enumerating objects: ...
...
remote: [Push Options] See merge request: http://192.0.2.1:8888/testing/?_h=projects/test_example/review/39
```

Add or Remove Reviewers
You can add reviewers when you create a merge request or while the review is open. You must be the requester or a reviewer to add or remove reviewers.

Here's how to add reviewers to or remove reviewers from a merge request:

1. In the left navigator, click Merge Requests.
2. Click the merge request summary to open it.

You can manage the reviewers from the Review Status section available on the right side of the page.
<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
</table>
| Add a reviewer                             | 1. Above the **Review Status** section, click **Click to add a reviewer**.  
2. From the **Reviewers** drop-down list, enter the project member name or select the member.  
3. Click **OK**.                                                                 |
| Add a group                                | 1. Above the **Review Status** section, click **Click to add a reviewer**.  
2. From the **Reviewers** drop-down list, enter the group’s name or select it from the dropdown list.  
3. Click **OK**.                                                                 |
| Add yourself (project member) as a reviewer | If you’re a project member but not a reviewer, you can submit a request to add yourself as a reviewer to a merge request.  
Above the **Review Status** section, click **Add me**. If you’re a project owner, you’ll be added automatically to the merge request. If you’re a project member, enter a justification for why you want to be added in the **Request to be added as a reviewer** dialog box, and click **OK**. |
| Add yourself (not a member of the project) as a reviewer | Non-members can search and view MRs in shared projects. If you’re not a member of a shared project, you can still submit a request to add yourself as a reviewer to a merge request:  
1. Above the **Review Status** section, click **Add me**.  
2. Enter a justification for why you want to be added in the **Request to be added as a reviewer** dialog box.  
3. Click **OK**.  
A reviewer can approve your request to join the merge request as a reviewer. After becoming a reviewer, you can approve or reject the review and add comments to the merge request. |

**Note:**

You won’t be able to create/merge/close MRs; add/remove reviewers, linked issues, or linked builds; or start linked builds. Because you aren’t a project member, you won’t be able to do what a project member can.

<table>
<thead>
<tr>
<th>Approve a reviewer request</th>
<th>If you’re the requester or a reviewer, you can approve requests of project users to join the merge request as reviewers. In the Conversation tab, click <strong>Add User</strong> in the <strong>requested to be a reviewer</strong> request.</th>
</tr>
</thead>
</table>
| Remove a reviewer or a group | 1. Above the **Review Status** section, click **Click to add a reviewer**.  
2. Click **Remove Reviewer** next to the reviewer or group you want to remove.  
3. Click **OK**.                                                                 |
Link an Issue to a Merge Request

Linking issues to a merge request enables you to resolve them automatically when you merge or close a merge request:

1. Open the merge request.
2. Click the **Linked Issues** tab.
   - The tab displays issues linked to the merge request.
3. To link an issue to the merge request, enter the issue summary text or the issue ID in the **Search and Link Issues** search box, select the issue from the drop-down list, and click **Save ✓**.

Link a Build Job to a Merge Request

Linking build jobs to a merge request enables you to monitor them from the merge request and trigger them when a commit is pushed to the review branch. Depending on the build’s status, reviewers can determine whether the merge request is ready to be merged with the target branch.

1. Configure the job to accept merge request parameters.
   - See [Use Build Parameters](#).
2. Open the merge request.
3. Click the **Linked Builds** tab.
   - The tab displays linked jobs, if any.
4. In **Search and Link Build Jobs**, enter the job name and select it from the list.

**Note:**

When you create a job and select the **For Merge Request** option in the Create Job dialog, VB Studio automatically adds the Merge Request parameters and parameterized Git settings to the job configuration. These jobs appear in the list of jobs that can be linked to a merge request.

To make an existing job (a job that wasn't created using the “For MR” option) into a Merge Request job, add the Merge Request parameters (MERGE_REQ_ID, GIT_REPO_BRANCH, GIT_REPO_URL) manually in the **Parameters** tab and parameterize the Git setting ( ${GIT_REPO_URL}) in the **Git** tab. Only after you do that, will the job will appear in the list of jobs that can be linked to a merge request.

5. Click **Save ✓**.

After a job is linked to a merge request, a build automatically runs when the review branch is updated with a commit.

When a build of a linked job runs, a comment is automatically added to the **Conversation** tab. If the build succeeds, it will auto-approve the merge request and add itself to the **Approve** section of the Review Status list. If the build fails, it will auto-reject the merge request and add itself to the **Reject** section of the Review Status list.
Watch a Merge Request

You can set up a watch on a merge request and get email notifications when a reviewer adds a comment, a user updates files of the review branch, or a reviewer shares a feedback.

Here’s how to subscribe to email notifications for merge request updates when you are a reviewer and when you are not:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Merge requests where you’re a reviewer</td>
<td>By default, you get email notifications of merge requests where you’re a reviewer. If you aren’t getting the email notifications, select the Merge Request updates and comments check box in your user preferences page.</td>
</tr>
<tr>
<td>1.</td>
<td>In the branding bar, click the user avatar, and select Preferences.</td>
</tr>
<tr>
<td>2.</td>
<td>Click the Notifications tab.</td>
</tr>
<tr>
<td>3.</td>
<td>Select the Merge Request updates and comments check box, if not selected.</td>
</tr>
<tr>
<td>4.</td>
<td>To the left of the User Preferences title, click Close to return to the last opened page.</td>
</tr>
</tbody>
</table>

Merge requests where you’re not a reviewer

1. Open the merge request.
2. Click CC me.

To stop watching, remove your name from the Watchers list.

Merge Request Email Notifications

As the reviewer, the requester, or the subscriber (watcher) you receive email notifications when the merge request is created or updated. A notification of the event also appears in the Recent Activity feed on the Project Home page.

Some events that send notifications are:

- Merge request is created
- Additional source code changes are committed to the review branch and pushed to the upstream
- A general comment is added
- An inline comment is published
- Reviewers are added or removed
- Merge request is approved or rejected
- Merge request is closed or merged

Batch emails are sent when:

- A user submits multiple inline comments
- A user submits several private inline comments and publishes them later
- A user submits several general comments in a short duration
• Multiple users carry on multiple conversations at the same time in different inline comments
• Multiple users carry on multiple conversations in general comments

Batch emails are also sent for review events that occurred before the inactivity period, which is usually five minutes after users stop entering comments. Review activities, other than comments related activities, don’t send email notifications in the inactivity period. A batch email is sent after the inactivity period listing all review activities that happened prior to the period of inactivity expires.

Review a Merge Request

To review a merge request, on the Merge Request page, click its summary. On the Review page, you can view the commits of the review branch, review changed files, add inline and general comments, and submit your feedback.

Open a Merge Request

To open a merge request, on the Merge Requests page, click its name.

Use the filter tabs to search for the merge request. By default Related To Me, Waiting for Approval, Created By Me, Open, and Merged filters are available. More filters are available in the More drop-down list.

If you're invited to a merge request, you can also click the request ID from the email notification.
If you still can’t find the merge request through the available filters, use the search box at the top of the page or click **New Search** to run an advanced search.

You can also save the advanced search for future use. In **Search Name**, enter a name and click **Save**. The saved searches are listed in the **More** drop-down list.

**View Commits and Changed Files**

You can view commits and changed files from the **Commits** and the **Changed Files** tabs.

The **Commits** tab shows all commits made to the review branch. Here are several common actions you can perform from the **Commits** tab:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Compare the files of one commit with another</td>
<td>Click the button with the first seven characters of the commit’s SHA-1 checksum hash. By default, the page compares the commit with the previous commit.</td>
</tr>
</tbody>
</table>
Action How To

View all files of the repository when the commit was pushed to the branch Click **Code**.

View files that were updated in the commit Click **Show Details**. To compare a file with its parent commit, click the file name to compare the file changes with its previous commit.

The **Changed Files** tab shows the files in the compare mode. Here are some common actions you can perform from the **Changed Files** tab:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Select the <strong>Changed Files</strong> tab to open the tree view and show changed files</td>
<td>Click <strong>Changed Files Tree</strong>.</td>
</tr>
<tr>
<td>View the compare options</td>
<td>Click <strong>Diff Preferences</strong>.</td>
</tr>
<tr>
<td>Add a comment to a code line or reply to one</td>
<td>Mouse over the line number of the file and click <strong>Add Comment</strong>.</td>
</tr>
</tbody>
</table>

**Tips for Working with Merge Requests that Have Large Numbers of Changed Files**

If you're working with merge requests that have a large number of changed files, you have several ways to narrow your view and focus in on just the files or commits that you are interested in examining:

- On the upper left side of the Merge Request window, above the tree view, VB Studio prominently displays the number of changed files shown in the tree and, if the number is very large, the number of files that aren't shown in the tree. The maximum number of files that can be displayed is 4,000.

- You can use the directional arrows to traverse the tree. Use the ‹ or ‹ left arrows to ascend the tree and the right arrows › or › to descend it.

- You can enter a search term (perhaps a file type, such as .css or .js) in the **Filter** field, to limit your view to a particular file type.

- You can use the quick filter buttons on the upper right side of the screen to focus in on the files that you want to examine. At the touch of a button, you can:
  - Show modified files
  - Show new files
  - Show removed files
-- Show renamed files

- From the Settings menu, you can select a single option or multiple ones that adjust what you see in the tree.

You can also expand all or collapse all files in the tree with one click.

You'll have access to many similar options in the Conversations tab, so you can see the history of commits, comments, approvals and rejections and focus in on the items that you're interested in examining when the merge request is a large one.

Add a General Comment

In the Conversation tab, you can view the ongoing conversation and add comments. The comment could be a generic comment, a question you want to ask reviewers, or a comment about an event such as a commit.

Here's how to add a comment to an ongoing conversation:

1. Open the merge request.
2. In the Write tab of the Conversation tab, enter your comment.
   - You can use the project's wiki markup to format the comment. Click the Preview tab to preview the format.
3. Click Submit.
   - The comment adds in the Conversation tab along with icons to reply, edit, and delete your comment. Note that you can’t edit or delete comments entered by other users.

Add an Inline Comment to a File

When a code review is in progress, you can add inline comments directly to a file's code lines. You can’t, however, add an inline comment after a merge request has been merged or closed.

Here's how to add inline comments directly to the source code being reviewed:
1. Open the merge request.

2. Click the **Changed Files** tab.

3. Mouse-over the line number of the file where you want to add your comment and click **Add Comment**.

4. Add your comment in the comment box.
   - Use the project's wiki markup language to format the comment.
   - Click **Comment** to publish it and make it visible to all reviewers. You can't edit or delete a published comment.
   - Click **Save** to save the comment and publish it later. The comment isn't published and isn't visible to reviewers.
   - Click **Cancel** to cancel the comment.

To view your pending or unpublished comments, click the **Pending Comments** tab.

To reply to a published comment, click **Reply**, enter your comment, and click **Comment**. Replies published comments will be published immediately but they can't be edited or deleted.

**Manage Unpublished Comments**

The **Pending Comments** tab displays all pending comments with the code where these comments were added. The comments appear inline in the code.

Here are several things you can do with unpublished comments:

- To edit a comment, click **Edit**.
- To publish a pending comment, click **Publish** to the right side of the comment header.
- To publish all pending comments, click **Publish All**.
- To discard all pending comments, click **Discard All**.
- To delete a comment, click **Delete**.
Approve or Reject a Merge Request

As a reviewer, after you review the source code, you can add a special comment that indicates whether you approve the code changes or reject them. Approving a merge request implies that you don’t have any objections to changes made to the source code. Similarly, rejecting a merge request implies that you’ve an objection and don’t recommend merging branches.

Note that if you created the merge request, but didn’t add yourself as a reviewer, you can’t approve or reject the merge request. However, you can still close it or merge it with the target branch.

Here's how to approve or reject a merge request:

1. Open the merge request.
2. Click the Approve or Reject button at the right side of the page.
3. In the dialog box that appears, add your comment, and click OK.
   Use the project's wiki markup to format the comment.

You can see your feedback (approval or rejection) in the Reviewers list.

Merge Branches and Close the Merge Request

After addressing reviewers’ comments, you can decide whether to merge the branches or cancel the request.

Before doing that, go to the Review Status section and check the review status for the reviewers and the status for linked build jobs. Depending on the number of Approves, Rejects, and No Response, you can decide whether you want to merge the review branch, wait for more approvals, or cancel the request.

Merge Branches

There are several different ways to merge a review branch into the target branch. You can merge commits, squash and merge, rebase and merge, or merge the branches manually. You don’t need to get approvals from all reviewers before merging the review branch. If the target branch is locked, you won’t be able to merge the review branch without first contacting the project owner to unlock the target branch.

Note:

In a merge request, when you merge a review branch with the target branch, you merge all of the commits in the review branch. If you want to merge a particular commit or just some commits in the review branch, you should use the \texttt{git cherry-pick} command on the Git command line to apply the commit changes to the target branch. For more information, see \url{https://git-scm.com/docs/git-cherry-pick}.

To merge branches, you must be assigned either the reviewer or requester role for the merge request:
1. Open the merge request.

2. On the right side of the page, click **Merge**.

3. In the Merge dialog box, click **Merge Options**, and select the merge type:

<table>
<thead>
<tr>
<th>Use this merge type ...</th>
<th>To:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create a merge commit</td>
<td>Merge all the review branch’s commits to the target branch. The merge commits continue to show two parents.</td>
</tr>
<tr>
<td>Squash and Merge</td>
<td>Add the review branch’s commit history to the target branch as a single commit.</td>
</tr>
<tr>
<td>Rebase and Merge</td>
<td>Reapply the review branch’s commits and add them to the top of the target branch.</td>
</tr>
<tr>
<td>Manual Merge</td>
<td>Follow the on-screen commands to merge the branches using the Git CLI.</td>
</tr>
</tbody>
</table>

At the top of the dialog box, select the **Remember My Choice** check box to use the current option as the default setting the next time you open the Merge dialog box.

4. If necessary, update the **Merge Summary** and **Merge Description**.

   The fields aren't available if you select **Rebase and Merge** or **Manual Merge**.

5. To delete the review branch after the commits are merged with the target branch, select **Delete Branch**.

6. If there are any linked issues, deselect the check boxes for the issues that you don’t want to mark as resolved after the commits are merged with the target branch. By default, the check boxes for all linked issues are selected.

7. Submit the dialog box.

   After the review branch has been merged, the merge request will be closed automatically. No other action is allowed.

   If you didn’t select the **Delete branch** check box when you merged the review branch, note that the review branch wasn’t removed from the Git repository. You can continue to make commits to the branch and create another merge request to review the new source code.

### Resolve a Merge Conflict

Git can automatically resolve code conflicts when the review branch is merged with the target branch. In some cases, however, the conflicts must be resolved manually.

On the Merge Request page, if the **Merge** button is replaced by the **Merge Conflicts** button, it indicates a merge conflict.

Git automatically resolves conflicts if different files of the target and review branches are updated before both branches are merged. Merge conflicts are reported when the same lines of the same files are updated in the review branch and the target branch before both branches are merged. Most people will use the browser-based conflict resolution tool:

1. Open the merge request that has conflicts.

2. Click **Merge Conflicts**.

   The Merge Conflicts dialog opens.

3. Click ** Resolve Conflicts** to open the conflict resolution editor.
The pane on the left indicates the number of files with conflicts and lists them. It also shows the number of conflicts in each file. The pane on the right, the code editor, displays the highlighted file with conflicts shown in the left pane.

4. Use the right arrow to go to the first (or next) conflict.
   You can use the left arrow to go to the previous conflict, if there is one. To see the differences that cause the conflict, click View Diff.

5. To resolve the conflict, click the conflict marker, the circle next to the line numbers, to select the change to use.
   One marker will select Use Their Change, the other will select Use Our Change. The marker turns red to indicate your choice.

6. Go through the file and resolve each conflict independently or use Resolve # Conflicts, where # indicates the number of conflicts in the file, to resolve all conflicts in a file the same way.
   Continue until there are no more conflicts. If you're not satisfied with the resolution you chose last, click Discard Resolution. To discard all your selections and start over, click Discard All.

7. Click Update Review to commit the files to the review branch.

8. Click Merge and push the commit to the target branch.

Files in the review branch that no longer had conflicts were merged with the target branch. No additional action is required on the Merge Request page. If you want to delete the review branch, open or refresh the Merge Request page, and click Delete Branch.

If there are too many files with conflicts or if the files with conflicts are too large, you need to manually review each conflicting file in the review branch with the code of the same file in the target branch in a text editor and resolve the conflicting lines of code. Then, you need to follow the Git commands displayed in the dialog to resolve the conflicts with the Git command line:

1. On your computer, open the Git CLI.
2. If you've already cloned the project Git repository, navigate to its directory.
   If you haven't cloned the Git repository, clone it.
3. Run the commands shown on the Merge Conflicts dialog.
   The commands help you resolve the conflict and mark the conflicting code lines in files.
4. Open each file that contains conflicts in a text editor.
   Content with conflicts is marked with <<<<<<<<, =======, and >>>>>>>>. The lines between <<<<<<<< and ======= show the code from the target branch. The lines between ======= and >>>>>>>> show the code from the review branch.
5. Review the content and update it. Remember to remove the <<<<<<<<, =======, and >>>>>>>> from each conflicting file before saving it.
6. Save all files and commit them.
   Run the git status command to view the status of conflicting files.
7. Push the commit to the target branch.
Conflicting files in the review branch are now merged with the target branch. No additional action is required on the Merge Request page.

Close a Merge Request

You must close a merge request after the review branch has been merged. To close a merge request, it isn’t necessary to merge the review branch to the target branch. You can close a merge request if it was created by mistake or if you don’t want to merge the review branch to the target branch.

Make sure that you perform any needed merge action before you close the request. Once a merge request is closed, you can’t merge the review branch, add comments, or review the source code:

1. Open the merge request.
2. Click Close.
3. Complete the elements of the Close Merge Request dialog box:
   - To change the review status to Merged and close the review, select the Close as Merged check box. You may choose the Close as Merged option if the review branch was merged through some other means (such as the Git CLI or though the git cherry-pick command).
   - If you don’t select the Close as Merged check box, the Merge Request is closed without changing the review status to Merged. You may want to do this if the merge request was created on the wrong branch or created by mistake.
4. Click OK.

Merge Request and Branch Administration

A project owner can assign default reviewers to a branch, or set push and merge restrictions on it. A branch owner can also change a Private branch's restrictions. As a project owner, you can set some restrictions on a Git repository branch you can and assign some project users as default reviewers of the branch.

For a branch, you can set rename, delete, push, and merge restrictions. You can also lock a branch if you don’t want anyone to push commits to it or merge another branch with it. When a merge request is created with the branch as the target branch, the default reviewers of the branch are automatically added to the Reviewers list.

Set Review and Merge Restrictions on a Repository Branch

You must be a project owner to configure a branch so that it allows another branch to merge into it only through a merge request after the merge request reaches the required number of approvals.

The number of approvals ensures that specified reviewers of the merge request have reviewed the changes of the review branch. You can't merge a branch outside VB Studio, such as using a Git client, without meeting the number of approvals requirement of the merge request. You can set other review restrictions on a branch, such as whether the last build of the branch must be successful to merge it.

To set review restrictions on a branch:

1. In the left navigator, click Project Administration.
2. Click **Branch Protection**.

3. Click in the search repositories field and select the Git repository.

4. Select the **Branch name** radio button, click in the search field below it, and select the branch.

   If there aren’t any rules associated with the branch, proceed to the next step.

   If there any rules already associated with the branch, those will be displayed. You can select a rule to see its protections, which are displayed in the right-hand panel. If the rule has the **Requires Review** option already selected and the other options (default reviewers, approvals, exempt users, etc.) are acceptable, you’re all set.

5. In the right-hand panel, select the **Requires Review** option.

When you select the **Requires Review** option for branch, you can merge a branch after the branch’s approvals requirement is met.

These are the review restrictions you can set from the Branches page:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assign default reviewers to a branch</td>
<td>A default reviewer is a project member who is automatically added as a reviewer when a merge request is created on a branch. To specify default reviewers of the selected branch, click <strong>Default Reviewers</strong> and select the member or the group.</td>
</tr>
<tr>
<td>Set the minimum number of approvals before a branch can be merged to the selected branch</td>
<td>From the <strong>Approvals</strong> drop-down list, select the minimum number of reviewers who must approve the review branch of a merge request, where the selected branch is the target branch.</td>
</tr>
<tr>
<td>Allow a review branch to be merged to the selected branch only if the last build of the linked job in Merge Request is successful</td>
<td>Select the <strong>Require successful build</strong> check box.</td>
</tr>
<tr>
<td>If a change is pushed to a branch after some reviewers have approved the merge request, merge only when they reapprove the merge request</td>
<td>Select the <strong>Reapproval needed when branch is updated</strong> check box.</td>
</tr>
<tr>
<td>Ensure changes pushed to the target branch match the contents of the review branch</td>
<td>Select the <strong>Changes pushed to target branch must match review content</strong> check box</td>
</tr>
<tr>
<td>Specify users or groups who can bypass the branch restrictions and merge the review branch of a merge request outside VB Studio or without required approvals</td>
<td>In <strong>Merge Request Exempt Users</strong>, specify the users or groups. This is useful if you want to allow some users or groups to merge the review branch irrespective of review conditions being met.</td>
</tr>
</tbody>
</table>
5

Create and Use Environments

An environment defines the target Oracle Cloud Applications, Visual Builder, Oracle Cloud SaaS, or Oracle Cloud Infrastructure service instance as a single entity. You'll define an environment to deploy an application to a service instance or to get information from a service instance.

Define Your Environments

An environment lets you define and manage Oracle Cloud PaaS, and Oracle Cloud SaaS service instances as a single entity.

You might create an environment for your QA team with an Oracle Database Cloud Service instance to host data, say, and maybe an Oracle Java Cloud Service instance to deploy the application to and run Selenium tests. You could then create a Stage environment that uses the same Oracle Database Cloud Service instance as the QA environment, but a different Oracle Java Cloud Service instance to deploy the application to.

If you're working with Oracle Cloud Applications extensions, you'll have a VB Studio Development environment that points to your Oracle Cloud Applications development instance (this environment is created automatically if the Application Extension template was used to create the project). You can create additional environments for Oracle Cloud Applications and add the production instance of your current identity domain, or an external Oracle Cloud Applications instance from another identity domain. Note that you can only add one Oracle Cloud Applications instance to an environment. See Add the Oracle Cloud Application's Production Instance to an Environment in Administering Visual Builder Studio for more information.

If you're working with visual applications, you'll have a VB Studio Development environment that points to your Visual Builder development instance (this environment is created automatically if the Visual Application template was used to create the project). You can create additional environments for visual apps and add the production instance of your current identity domain, or an external Visual Builder instance from another identity domain. Note that you can add only one Visual Builder instance to an environment. See Add the Visual Builder Production Instance to an Environment in Administering Visual Builder Studio for more information.

You can access and manage the project's environments from the Environments page:
From the Environments page, you can:

- Create and delete environments
- Add or remove service instances from existing environments
- Update the details of the environment
  The Details tab displays details, such as name and description, for the selected environment. You can also instantly see the health of all service instances comprising each environment right on the Project Home page or on the Environments page.
- View the details of its service instances
  The Service Instance tab captures information, such as the health status of and response times for service instances, their account names, and service IDs, for each environment in a single place, so you won’t have to hunt for it later.
- View deployments
  The Deployments tab shows deployments for extensions and visual apps. Use the Application Extensions toggle to show deployments for all projects associated with this environment or use the Visual Applications toggle to show deployments for the current project only.

Set Up an Environment

You can create an environment and add service instances to it from different identity domains. For example, you can add an Oracle Database Cloud Service instance from one identity domain and an Oracle Java Cloud Service instance from another identity domain.

To add or remove a PSM-based service instance, you need credentials of a user who is assigned the administrator role for the service type. To assign or modify roles, see Modifying Identity Cloud Service User Roles in Managing and Monitoring Oracle Cloud.

1. In the left navigator, click Environments.
2. Click Create (or Create Environment if the page is empty).
3. In Environment Name, enter a unique name. In Description, enter a description.
4. Click Create.
5. In the Service Instances tab, click Add.
6. In the Add Service Instances dialog box, select the type of service instance (Visual Builder, Oracle Cloud Applications, or Infrastructure Services), then select the check boxes of service instances and click Add.

By default, the dialog box shows the service instances that you can access from the current identity domain.

If you have a PSM entitlement, you’ll see both service instances and IDCS resources in this list. In the Type column, the current identity domain's service instances are marked as IDCS Resource and PSM instances are marked as Visual Builder or Integration (if you're an Oracle Integration user). Selecting a service instance is slightly preferable, since it gives you not only a cleaner URL, but also indicates status and provides access to actions like starting and stopping instances, and more.
To search for services from another identity domain or account, click **Edit** and enter the details in the popup that opens.

To search for a service in another identity domain, enter the identity domain ID and region in the **Visual Builder** and **Infrastructure Services** tab. You can't change the identity domain for Oracle Cloud Applications. You can only see the list of Oracle Cloud Applications from the current identity domain.

To add a standalone Visual Builder instance or a Visual Builder instance that's part of Oracle Integration in another identity domain to an environment, you'll need one of these:

- The instance's identity domain ID, region, and a user's credentials who can access the instance
- The Visual Builder instance's base URL and a user's credentials who can access the instance

**Note:**

Typically, the Visual Builder instance added to your visual application's environment uses the same identity domain as your Visual Builder Studio instance. If you choose a Visual Builder instance from a different identity domain as your deployment environment, you'll see a warning about setting up the Allowed Origins configuration. If you see this, you'll need to talk to your administrator to make sure your instance's domain is added to its list of allowed origins, as described in Allow Other Domains Access to Services.

See Add the Visual Builder Production Instance to an Environment .

To add an Oracle Cloud Applications instance to an environment, you'll need the base Oracle Cloud Application's URL and the credentials of a user who can access the instance.

See Add the Oracle Cloud Application's Production Instance to an Environment.

To add an Infrastructure Services instance, such as Oracle Integration, OIC Gen 2, or JCS, or OCI resources such as Compute, Storage, or databases, to an environment, you'll need the instance's region, identity domain ID, and a user's credentials who can access the instance to display a list of the resources you can add to the environment:
Note:
To connect to an IDCS-based instance, instead of a traditional identity domain name, you’ll need to provide an IDCS tenant name, which looks something like "IDCS-XXXXXXXXXXXXXXX", in the configuration dialog.

7. If necessary, repeat steps 5 and 6 to find and add additional service instances from different identity domains and data centers.

Manage Trust Certificates in an Environment Definition

Visual Builder Studio uses trust certificates to connect with external services. If a service/endpoint needs a special certificate, you can get it from the service you're trying to connect with, and then upload it from the Certificates tab on the Environments page. After you do that, any time you use that environment, you'll get all the certificates that were added to it.

You can use the Certificates tab to upload and remove certificate files for services. Uploading a service’s certificate file to the truststore will allow all applications that use that environment to communicate with that service. The Certificates tab displays a list of certificates that have been added. You can click Delete in a row to remove the certificate.

To upload a certificate:

1. In the left navigator, click Environments  
2. Click the Certificates tab.
   The Certificates page displays a list of the trust certificates that have already been uploaded for the environment, similar to this:

```
3. Click + Add Certificate to open the Add Certificate dialog.
   You use the Add Certificate dialog shown here to create an alias for the certificate and upload the service’s certificate file from your local system:
```
4. Type the alias in the **Alias** field. The alias is used to identify the certificate in the table on the Certificates page.

5. Drag the certificate file from your local system to the upload target area, or click the upload target area to browse your local system to locate, select, and add the file.

6. Click **Upload** to add the certificate to the environment's truststore.

## Create and Edit VB Studio Custom Backends from the Environments Page

After an environment has been created and a Visual Builder instance has been added to it, you can click the **Backends** button on the Environments page’s **Service Instances** tab, and the catalog editor for that specific environment will be loaded. You can use the editor to modify the existing backend or create a new one.

Backends define servers that your visual applications and extensions can access. The VB Studio catalog of predefined services includes backends, such as Oracle Cloud Applications, Integration Applications, and Process Applications. With the Backends button on the Environments page’s **Service Instances** tab, you can create custom backends to access services that aren’t listed in this catalog.

For each backend, you can use the following tabs to view and edit the backend’s details:

<table>
<thead>
<tr>
<th>Tab</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Overview</strong></td>
<td>Displays the name and type of the backend (which can be Integration Applications, Oracle Cloud Applications, Process Applications, or a custom backend). You can use the topmost + button to create a new backend or use the lower + button to create a child backend.</td>
</tr>
<tr>
<td>Tab</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
</tbody>
</table>
| Servers   | Displays the servers associated with the backend and includes the instance URL and the application profile associated with the instance. You can add, edit, or remove backend servers. You may have one or more servers if the backend is hosted on different instances. You use the + Add Server button to add new servers where you specify details such as:  
  - The application profile to associate with the server  
  - Headers  
  - Security and connection details |
| Headers   | Displays the static headers defined for the backend at the server level. You can add and edit headers in the tab.                                                                                                         |
| Source    | Displays the description of the backend stored in the environment-level catalog.json file. If you override the environment-level definition, this file shows the contents of the application-level catalog from the services/catalog.json file. You can edit the entries in the Source tab, if you want. |

See What Are Backends? to learn more about backends.

To learn more about adding an Oracle Cloud Application instance to a visual application, or creating a backend, custom backend, or child backend, see Manage Backends in Your Visual Application.

To learn more about selecting authentication and connection types for backends, see Configure Authentication and Connection Types for Service Connections and Backends.

### Manage an Environment

After creating an environment, you can add and manage its instances, as shown here:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Edit an environment's name and description</td>
<td>In the Details tab, click Edit. Edit the details and click Save.</td>
</tr>
</tbody>
</table>
Add a new service instance to an environment

In the Service Instances tab, click Add. In the Add Service Instances dialog box, use the toggle to select the type of service instance (Visual Builder, Oracle Cloud Applications, or Infrastructure Services), then select the check boxes of service instances and click Add. By default, the dialog box shows the service instances that you can access from the current identity domain.

If you have a PSM entitlement, you'll see both service instances and IDCS resources in this list. In the Type column, the current identity domain's service instances are marked as IDCS Resource and PSM instances are marked as Visual Builder or Integration (if you're an Oracle Integration user). Selecting a service instance is slightly preferable, since it gives you not only a cleaner URL, but also indicates status and provides access to actions like starting and stopping instances, and more.

To search for services from another identity domain or account, click Edit and enter the details in the popup that opens.

To search for a service in another identity domain, enter the identity domain ID and region in the Visual Builder or the Infrastructure Services tabs. You can't change the identity domain for Oracle Cloud Applications. You can only see the list of Oracle Cloud Applications from the current identity domain.

To add a standalone Visual Builder instance or a Visual Builder instance that's part of Oracle Integration in another identity domain to an environment, you'll need one of these:

- The instance's identity domain ID, region, and a user's credentials who can access the instance
- The Visual Builder instance's base URL and a user's credentials who can access the instance

Note:

Typically, the Visual Builder instance added to your visual application's environment uses the same identity domain as your Visual Builder Studio instance. If you choose a Visual Builder instance from a different identity domain as your deployment environment, you'll see a warning about setting up the Allowed Origins configuration. If you see this, you'll need to talk to your administrator to make sure your instance's domain is added to its list of allowed origins, as described in Allow Other Domains Access to Services.

See Add the Visual Builder Production Instance to an Environment.

To add an Oracle Cloud Applications instance to an environment, you'll need the base Oracle Cloud Application's URL and a user's credentials who can access the instance.

See Add the Oracle Cloud Application's Production Instance to an Environment.
<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Note:</td>
<td>If a provisioning failure occurs after you add a Visual Builder or FA service instance to an environment, the status icon in the Environments page will reflect one of the following states: failed provisioning, provisioning, or timed out. If provisioning fails, mouse-over the service instance in the Service Instances tab, click <strong>Action</strong> ⋆⋆⋆, and select <strong>Refresh</strong> to see if the state has changed. If it hasn’t, select <strong>Retry Provisioning</strong>.</td>
</tr>
<tr>
<td>To add an Infrastructure Services instance, such as Oracle Integration, OIC Gen 2, or JCS, or OCI resources such as Compute, Storage, or databases, to an environment, you'll need the instance’s region, identity domain ID, and a user's credentials who can access the instance.</td>
<td></td>
</tr>
<tr>
<td>Note:</td>
<td>To connect to an IDCS-based instance, instead of a traditional identity domain name, you'll need to provide an IDCS tenant name, which looks something like &quot;IDCS-XXXXXXXXXXXXXXX&quot;, in the configuration dialog.</td>
</tr>
<tr>
<td>Start, stop, or restart an instance</td>
<td>In the Service Instances tab, mouse-over the service instance, click <strong>Action</strong> ⋆⋆⋆, and select <strong>Start</strong>, <strong>Stop</strong>, or <strong>Restart</strong>. To check the status of the service, select <strong>Refresh Status</strong> from the <strong>Action</strong> ⋆⋆⋆ menu.</td>
</tr>
<tr>
<td>Check a service instance's response time</td>
<td>The <strong>Response Time</strong> column provides information about the service instance:</td>
</tr>
<tr>
<td></td>
<td>• A green dot indicates that the response time is less than 5 seconds.</td>
</tr>
<tr>
<td></td>
<td>• A yellow dot indicates that the response time was between 5 and 30 seconds.</td>
</tr>
<tr>
<td></td>
<td>• A red dot indicates that the response time was greater than 30 seconds or that the connection timed out.</td>
</tr>
<tr>
<td>Action</td>
<td>How To</td>
</tr>
<tr>
<td>--------</td>
<td>--------</td>
</tr>
<tr>
<td>Remove a service instance from an environment</td>
<td>In the Service Instances tab, mouse-over the service instance, click Action, and select Remove.</td>
</tr>
<tr>
<td><strong>Note:</strong></td>
<td>An instance can't be removed if it's associated with any workspace. If you try, an error message displays, listing the impacted users and the number of workspaces they have. You'll be instructed to ask those users to delete their workspaces. Once this has been done, you can go back and retry the Remove operation.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Delete an environment</td>
<td>In the environments list, mouse-over the environment, click Action, and select Delete. Remember that service instances of the environment aren't deleted.</td>
</tr>
<tr>
<td><strong>Note:</strong></td>
<td>An environment can't be deleted if it's associated with any workspace. If you try, an error message displays, listing the impacted users and the number of workspaces they have. You'll be instructed to ask those users to delete their workspaces. After they do that, you can go back and try to delete the environment again.</td>
</tr>
</tbody>
</table>

Use Service Instance Statuses to Troubleshoot Problems

You can use the service instance statuses and troubleshooting/support information in this section to understand and correct problems indicated by error statuses. Understanding what these error conditions result from can shed light on what could be causing the problems and point to what you need to do to fix them.

Here are the current Service Instance statuses and some of their causes:
<table>
<thead>
<tr>
<th>Status</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unauthorized</td>
<td>Usually occurs when the user can't be validated with the target instance:</td>
</tr>
<tr>
<td></td>
<td>- For an IDCS resource, ensure that the logged-in user is a valid user in</td>
</tr>
<tr>
<td></td>
<td>the target instance.</td>
</tr>
<tr>
<td></td>
<td>- For an application endpoint connection, ensure that the user and</td>
</tr>
<tr>
<td></td>
<td>credentials specified are valid.</td>
</tr>
<tr>
<td></td>
<td>- For an Oracle Cloud Applications target instance, ensure that the VB</td>
</tr>
<tr>
<td></td>
<td>Studio instance has been whitelisted.</td>
</tr>
<tr>
<td></td>
<td>If all the causes have been ruled out, the problem may be due to an</td>
</tr>
<tr>
<td></td>
<td>infrastructure issue. Contact Oracle Support.</td>
</tr>
<tr>
<td>Timeout</td>
<td>The target instance didn't return a response in an acceptable length of time.</td>
</tr>
<tr>
<td></td>
<td>The request to return status may eventually complete, at which time the</td>
</tr>
<tr>
<td></td>
<td>status will change, but this status indicates a problem with the target</td>
</tr>
<tr>
<td></td>
<td>instance's health and should be investigated if it persists.</td>
</tr>
<tr>
<td>Available</td>
<td>The target instance is available and responding to API requests.</td>
</tr>
<tr>
<td>Not Available</td>
<td>The target instance reported an Unavailable status (HTTP 503).</td>
</tr>
<tr>
<td>Error</td>
<td>An unexpected error occurred while contacting the target instance for its</td>
</tr>
<tr>
<td></td>
<td>status. If this condition persists, contact Oracle Support.</td>
</tr>
<tr>
<td>Not Found</td>
<td>An HTTP 404 error was returned when contacting the target instance:</td>
</tr>
<tr>
<td></td>
<td>- For an IDCS resource, ensure that the instance is up and running and</td>
</tr>
<tr>
<td></td>
<td>there is a network route between the VB Studio and target instances.</td>
</tr>
<tr>
<td></td>
<td>- For an application endpoint connection, ensure that the URL is specified</td>
</tr>
<tr>
<td></td>
<td>correctly and points to a VB, Integration Cloud, or Oracle Cloud</td>
</tr>
<tr>
<td></td>
<td>Applications instance.</td>
</tr>
<tr>
<td></td>
<td>Could also be caused by proxy timeouts, network connection issues, or load</td>
</tr>
<tr>
<td></td>
<td>balancer problems.</td>
</tr>
<tr>
<td>Deactivated</td>
<td>IDCS resources were deactivated.</td>
</tr>
<tr>
<td></td>
<td>Returned for an IDCS resource only, indicating that the resource has been</td>
</tr>
<tr>
<td></td>
<td>deactivated in IDCS, preventing access to that resource. Contact your IDCS</td>
</tr>
<tr>
<td></td>
<td>administrator to reactivate it or remove the IDCS resource from the</td>
</tr>
<tr>
<td></td>
<td>environment.</td>
</tr>
<tr>
<td>Unknown</td>
<td>This is the default status before the target instance is contacted and</td>
</tr>
<tr>
<td></td>
<td>verified. It should change to one of the other statuses listed in this</td>
</tr>
<tr>
<td></td>
<td>table. If the status persists in this state, contact Oracle Support.</td>
</tr>
</tbody>
</table>
Use Workspaces and the Designer

Create or edit extensions and visual applications in a workspace. (The changes you make in
the Designer are stored as source code in the Git repository associated with your
workspace.)

What Is the Designer?

VB Studio includes the Designer, a declarative development environment that you use to
create web or mobile applications (collectively known as visual applications) or to
customize your Oracle Cloud Applications through extensions. For example, you may want
to extend an Oracle Cloud Application so that certain fields are displayed only for managers,
while the same fields are hidden from your users that aren’t managers.

What Is a Workspace?

A workspace defines the resources that are available to you when you open the Designer.
These resources include the Git repository—and the branch—containing the source files you
want to use, the extension's or visual application's development environment, and, in certain
cases for extensions, a sandbox. You can think of a workspace as your private editing
environment while you're working with the Designer. If you’re not using VB Studio to create or
update an extension or a visual application, you won't need a workspace.

There are three ways to access a workspace (and thus, the Designer):

- From the Project Home page:

- From the Workspaces option in the left navigator:
In either case, click the workspace name to launch the Designer or right-click and select **Open in New Tab** to open the workspace in a new tab. (To see all the workspaces in the project while on the Workspaces page, click the **Others** toggle button.) Once you’re in the Designer, you can change the Git repository branch, if you wish, but you can’t change the Git repository where your work is stored—that’s set at the project level.

- From an Oracle Cloud Application editing session:

  ![Visual Builder Studio](image)

  When you click **Edit Pages in Visual Builder** while in Oracle Cloud Applications, you are automatically sent over to Visual Builder Studio. If you have a workspace already set up for this app, that’s where you’ll land in the Designer. If you don’t, VB Studio will create a workspace for you.

  In some cases, you may want to create a workspace explicitly, rather than allowing VB Studio to create one for you. [Create a Workspace](#) explains these options.

  You’re the only one on your team who can access your workspace. Changes to files you make in your workspace aren’t visible to other team members until you save them to a branch (or unless you use the Share action). You can have multiple workspaces, each with a different branch and sandbox, or you can use one workspace and switch to a different branch and sandbox while you’re in the Designer.

  See [What Is a Workspace?](#) in *Extending Oracle Cloud Applications with Oracle Visual Builder Studio* for additional information about using workspaces with extensions. See [Create Visual Applications in VB Studio](#) for information about using workspaces with visual applications.
Create a Workspace

A workspace may have automatically been created for you when you opened VB Studio from a page. If not, or if you have other requirements, you can create a workspace explicitly.

You can create workspaces in projects where you've been added as a team member. A workspace requires an environment against which you develop your application and deploy it to. A project could have one or more environments available for different purposes, with workspaces mapped to each of these environments:

- An app extension project will often have one development environment that one or more users will use to extend/configure the Oracle Cloud Application app. There will, however, be additional environments that users will publish/deploy their changes to and, of course, the production environment. Many projects with extensions have three environments - the first one is the development environment, the second is an intermediary one that's used for additional testing, and the third one is the production environment.

- A visual app project will also often have one VB development environment in which visual apps are developed. However, there some cases that may have two development environments, for example one that is running a new VB release while the other is running a previous VB release. Both of these will be two separate environments in the visual app project.

The environment(s) must support the type of project you are working on. To create a workspace for a visual application, your project must be associated with a Visual Builder instance. To create a workspace for an extension, your project must be associated with an Oracle Cloud Application instance.

If the development environment isn't defined, you won't be able to create a workspace. You'll need to ask the project owner or an administrator to create one for you before you try to create a workspace.

Note:

Typically, the Visual Builder instance added to your visual application's environment uses the same identity domain as your Visual Builder Studio instance. If you choose a Visual Builder instance from a different identity domain as your deployment environment, you'll see a warning about setting up the Allowed Origins configuration. If you see this, you'll need to talk to your administrator to make sure your instance's domain is added to its list of allowed origins, as described in Allow Other Domains Access to Services.

Depending on what you need in your workspace, the type of template you select and the information you're asked to supply during creation varies considerably. Here are the options for creating a workspace:

- **Clone an existing Git repository that contains an application extension or visual application**
  Most people will create a workspace using the **Clone from Git** option, once a repository with the visual application or application extension that the team works on has been created. One team member will create the Git repository, so you and each member of your team will use the clone option to create at least one workspace so they can do their work. Or, perhaps you want to continue working on a branch that someone else has started. If you work on multiple branches and want to move freely from branch to branch
without having to make sure that you added/committed changes you made in a branch, then you'd likely use the clone option to create a new workspace on the same repository.

See Create a Workspace Using an Existing Repository if you're creating a visual application or Create a Workspace Using an Existing Repository if you're using this workspace for an extension.

- **Create a new visual application**
  See Create Workspace for a New Visual Application for instructions on how to use this option.

- **Create a new extension**
  See Create a Workspace for a New Application Extension for instructions on how to use this option.

- **Import an exported archive that contains an extension or a visual application**
  You'd use this option when you want to base your new visual application on a valid existing artifact that you've already exported from Visual Builder or Visual Builder Studio to your local system. Or, if a team member gives you an archive of an extension, you can import it to create a workspace containing all the files in their branch of the extension's Git repository. When you create a workspace by importing an archive, you create a new Git repository and branch. By using the import and export functionality, you can share application sources and move applications between instances.

  When you select an archive to import, or drag it to the upload area in the dialog, VB Studio checks to see if the archive is valid for the operation (contains a visual application or an extension).

  See Import an App Extension Archive if you're creating an extension or Create a Workspace by Importing a Visual Application if you're using this workspace for a visual application.

 subject: What is a Scratch Repository?

When you create a workspace, you have the option to create a scratch repository, rather than creating a new repository or using a clone of the project's Git repository. You may want to create a scratch repository when you are experimenting and you're pretty sure you'll never want to merge your changes into an existing repository. A scratch repository is a private repository that only exists in your workspace. Only you can use the scratch repository, and it's deleted when you delete the workspace. If you want to let your team members use your scratch repository, you'll need to push the scratch repository to a new remote repository.

No build pipeline is set up for you if you create a scratch repository when creating your workspace. If you want to build and publish artifacts, you might want to create a new repository and branch instead of a scratch repository. When you create a new repository while creating a workspace, a build pipeline is automatically set up for you when the workspace is created.

If you want to build and publish artifacts from a scratch repository, you'll need to first push the scratch repository to a new remote repository. After the new repository is created, you or your project administrator will need to set up build jobs for the repository.
Push Your Scratch Repository to the Remote Repository

If you chose to use a scratch repository when creating your workspace, you'll need to push the scratch repository to the remote repository if you want other team members to see its contents. Pushing your scratch repository creates a new remote Git repository in the project.

1. Open your workspace.
2. In the header, click the arrow next to your Git repo and select Push in the menu.
3. In the Push Scratch Repository to Remote dialog, type a repository name. This name cannot be the same as an existing project repository.
4. Enter a commit message, and click Push Repository.

After you push your scratch repository to the new remote repository, you can create a pipeline with jobs for packaging the build artifacts from the repository and deploying the artifacts to your environment.

Understanding Default Branch Names

When a new repository, both scratch or non-scratch, is created for a workspace, main is now used as the default branch.

When a repository is cloned, the default branch, which could be master, main, or anything that has been set manually, is used to determine whether it contains an application and can be cloned.

Publish actions always use the current default branch as the target branch. Existing workspaces behave as they always have — VB Studio won't try to automatically update the
default branch to `main`. So, a scratch workspace that was created prior to this release will continue to use `master` as the repository default when it is pushed, whereas a newly created one will use `main`.

If you change the repository’s default branch after the workspace’s build jobs have been created, you’ll need to manually update those jobs to use the new default branch name.

### Manage Workspaces

Some workspace management tasks can be done by an individual, while others must be performed by the project owners.

The Project Home page displays your personal workspaces associated with the selected project:

The Workspaces tile on that page has **Refresh** buttons for its environments, so you can reload them independently from each other. Click a workspace name in the tile to open the Designer in the context of that workspace (that is, with the correct Git branch and sandbox, if used).

Depending on your permissions, you can use the action menu on the Workspaces page to perform various workspace management tasks:

The activities stream on the Project Home page will display notifications about most, but not all, of these tasks. Notifications for opening workspaces, opening a workspace in new tab, and exporting workspaces won’t be shown, but notifications for creating, deleting, importing, changing ownership, and renaming workspaces will be displayed.
Here’s what you can do from the Workspaces page:

- Use **Mine** to view your personal workspaces only, or use **Others** to view all the workspaces associated with this project. If the list is long, you can use the search field to find specific user or workspace names.

- Open the workspace in a new tab. This is convenient when you want to work in another project area, such as Issues, without closing and leaving the page where you opened the workspace. Both pages can be open simultaneously.

- Delete a workspace. As an individual working on extensions or visual applications, it’s a good idea to delete a workspace once you’ve finished with it (that is, once you’ve used the Publish action to push your changes into the main Git branch).

  ![Note:]

  If there are uncommitted changes to the workspace being deleted, the Confirm Delete dialog will indicate this. The dialog will also indicate if the workspace contains changes that were committed but not pushed.

If you’re a project owner, you can delete workspaces that are or were associated with projects that you own, even workspaces that you don’t own or didn’t create. Try not to let inactive workspaces accrue in your project, as they still count against your total resource allocation and thus have a (hidden) cost.

- Both the project owner and the workspace owner can rename a workspace, or export it to an archive that can later be imported to another project. See Export a Visual Application for more information.

- Both the project owner and the workspace owner can assign a new owner for a workspace by selecting **Change Ownership** in the action menu. This may be necessary for making changes, like resolving conflicts, pushing changes, or managing workspaces when the workspace owner has left the company or organization.

  Once a workspace has a new owner, it behaves as if the new owner created the workspace. Only the new owner (and the project owner) can work on that workspace going forward. The original owner could still see the workspace by setting **Others**, if he or she is a project owner, but would lose all access to the workspace.
After uploading the source code files to Git repositories, you can use the Builds page to create and configure build jobs and pipelines, run builds and generate artifacts.

Configure and Run Project Jobs and Builds

Oracle Visual Builder Studio (VB Studio) includes continuous integration services to build project source files. You configure the builds from the Builds page.

The Builds page, also called the Jobs Overview page, displays information about all the project’s build jobs and provides links to configure and manage them.

What Are Jobs and Builds?

A job is a configuration that defines your application’s builds. A build is the result of a job’s run.

A job defines where to find the source code files, how and when to run builds, and the software and environment required to run builds. When a build runs, it packages application archives that can be deployed to a web server. A job can have hundreds of builds, each generating its own artifacts, logs, and reports.

Here are some terms that this documentation uses to describe the build features and components:

<table>
<thead>
<tr>
<th>Term</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Build system</td>
<td>Software that automates the process of compiling, linking and packaging the source code into an executable form.</td>
</tr>
<tr>
<td>Build executor template</td>
<td>A build executor template defines the operating system and software packages installed on a VM build executor. A build executor template must be created before VM build executors can be added to it. See What Are VM Build Executors and Build Executor Templates?</td>
</tr>
<tr>
<td>VM build executor</td>
<td>A VM build executor is an OCI or OCI Classic VM compute instance dedicated to running builds of jobs that organization members define in VB Studio projects. A VM build executor is always associated with a build executor template. Each build uses one VM build executor. See What Are VM Build Executors and Build Executor Templates?</td>
</tr>
<tr>
<td>Build artifact</td>
<td>A file generated by a build. It could be a packaged archive file, such as a .zip or .ear file, that you can deploy to a build server.</td>
</tr>
<tr>
<td>Trigger</td>
<td>A condition to run a build.</td>
</tr>
</tbody>
</table>

What Are Software Packages?

There are multiple versions of some software, such as Node.js and Java, listed in the Software Catalog. This software is referred to as software packages.
The version number of a package can be categorized into two: the major version and the minor version. If a software's version is 1.2.3, then 1 is its major version and 2.3 is its minor version. In a software's tile, the major version number is displayed in the title of the package. In Configure Software page, the number shown in Version is the installed version, which includes both major and minor versions.

Here's an example. In this image, Node.js 17, 16, and 14 are shown in the software catalog. In the Node.js 17 tile, 17 is the major version and 6.0 is its minor version. The installed version of the software is 17.6.0.

When a new minor version of a software package is available in the Software Catalog, all build executor templates using that software package are updated automatically. For example, assume that Node.js 14.17.5 is available in the Software Catalog for the Node.js 14 package. When Node.js 14.19.0 is made available in the Software Catalog, all build executor templates using the Node.js 14 package update automatically to use Node.js 14.19.0. If there's an incompatibility between the upgraded software and other installed software of the build executor template, an error is reported with suggestions about the cause of the error.

When a new major version of a software package is available in the catalog, build executor templates using the older versions of the software package aren't updated automatically. The new major version of the software is added to the catalog as a separate package. For example, when Node.js 17 is available in the Software Catalog, all build executor templates using Node.js 14 or Node.js 16 aren't updated automatically. To use the new version, you must manually update the build executor templates to use the new package.

When a major version of a software is removed from the catalog, all build executor templates using that software version are updated automatically to use the next higher version. For example, when Node.js 12 was phased out, build executor templates that were using Node.js 12 were automatically updated to use Node.js 14.
Create and Manage Jobs

From the Builds page, you can create jobs that run builds and generate artifacts that you can deploy:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create a blank job</td>
<td>1. In the left navigator, click Builds 🔄.</td>
</tr>
<tr>
<td></td>
<td>2. In the Jobs tab, click + Create Job.</td>
</tr>
<tr>
<td></td>
<td>3. In the New Job dialog box, in Name, enter a unique name.</td>
</tr>
<tr>
<td></td>
<td>4. In Description, enter the job's description.</td>
</tr>
<tr>
<td></td>
<td>5. In Template, select the build executor template.</td>
</tr>
<tr>
<td></td>
<td>6. Click Create.</td>
</tr>
<tr>
<td>Copy an existing job</td>
<td>There may be times that you want to copy parameters and a job configuration from one job to another. You can do that when you create a job. You cannot copy the configuration of an existing job to another existing job.</td>
</tr>
<tr>
<td></td>
<td>After you create the new job, you can modify the copied parameters and configuration:</td>
</tr>
<tr>
<td></td>
<td>1. In the left navigator, click Builds 🔄.</td>
</tr>
<tr>
<td></td>
<td>2. In the Jobs tab, click + Create Job.</td>
</tr>
<tr>
<td></td>
<td>3. In the New Job dialog box, in Name, enter a unique name.</td>
</tr>
<tr>
<td></td>
<td>4. In Description, enter the job's description.</td>
</tr>
<tr>
<td></td>
<td>5. Select the Copy From Existing check box.</td>
</tr>
<tr>
<td></td>
<td>6. In Copy From, select the source job.</td>
</tr>
<tr>
<td></td>
<td>7. In Template, select the build executor template.</td>
</tr>
<tr>
<td></td>
<td>8. Click Create.</td>
</tr>
</tbody>
</table>

Create a job that accepts build parameters and will be associated with a merge request

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create a job using YAML</td>
<td>In VB Studio, you can use a YAML file to create a job and define its configuration. The file is stored in a project's Git repository. See Configure Jobs and Pipelines with YAML.</td>
</tr>
</tbody>
</table>

Configure a job

The job configuration page opens immediately after you create a job. You can also open it from the Jobs tab. Click Configure 📐.

Run a build of a job

In the Jobs tab, click Build Now 🔄.
### Configure a Job

You can create, manage, and configure jobs from the Jobs tab on the Builds page.

To open a job's configuration page, go to the Jobs tab on the Builds page and click the job's name. In the Job Details page, click Configure.

### Configure a Job's Privacy Setting

The project owner can mark a job as private to restrict who can see or edit a job's configuration, or run its build:

1. In the left navigator, click Project Administration.
2. Click Builds.
3. Click the Job Protection tab.
4. From the jobs list, select the job.
5. Select the Private option.
6. Click in the Authorized Users/Groups field to see a list of Users and Groups that have permission to access this project. From the list, select a group, or several groups, and a user, or several users. Don't forget to add yourself.

7. Click Save.

You can see if a job is private from several places in the VB Studio user interface. A private job is indicated by a Lock icon:
• In the jobs list found on the **Project Administration** tile's **Builds** page's **Job Protection** tab, to the right of each protected job's name.

• In the **Private** column on the **Builds** page's **Jobs** tab.

• In the jobs shown in the the **Builds** page's **Pipelines** tab.

An unauthorized user can't run a private build job manually, or through a pipeline, or via an SCM/periodic trigger.

**Access a Project's Git Repositories**

You can configure a job to access a project's Git repositories and their source code files:

1. Open the job's configuration page.
2. Click **Configure** ☀️, if necessary.
3. Click the **Git** tab.
4. From the **Add Git** list, select **Git**.
5. In **Repository**, select the Git repository to track. When you created the job, if you selected the **Use for Merge Request** check box, the field is automatically populated with the `${GIT_REPO_URL}` value. Don't change it.
6. In **Branch**, select the branch name in the repository to track. By default, **main** is set. When you created the job, if you selected the **Use for Merge Request** check box, **Branch** is automatically populated with the `${GIT_REPO_BRANCH}` value. Don't change it unless you don’t want to link the job with a merge request.
7. Click **Save**.

If you specify multiple Git repositories, make sure that you set **Local Checkout Directory** for all Git repositories.

**Trigger a Build Automatically on an SCM Commit**

You can configure a job to monitor a Git repository and trigger a build automatically each time a commit is pushed.

There are different use cases in which an automatically-triggered build will work and other cases where you should set up a polling job instead:

• A trigger that's set up to build automatically on an SCM commit only works with repositories that are defined and stored in the same project. In this case, commits to Git repositories in your project are sufficient triggers for automatically initiating a build.

• An automatic trigger for a build job isn't recommended for an external repository. In this case, a polling job should be set up. Only a **git push** operation will result in a build.

• An automatic trigger for a build job isn't recommended for an external repository that has been cloned as an internal repository either. In this case, a polling job should be set up. Only a **git push** operation will result in a build.

To set up a polling-based build trigger, see **Trigger a Build Automatically According to an SCM Polling Schedule**.

Here's how to configure a job that monitors a Git repository in your project and triggers a build automatically when a Git commit is pushed to the repository being tracked:

1. Open the job’s configuration page.
2. Click **Configure** if necessary.

3. Click the **Git** tab and either use the dropdown to select the repository you want to monitor or type the name of the repository in the entry field.

4. For the Git repository you want to monitor, select the **Automatically perform build on SCM commit** check box.

5. To include or exclude files when tracking changes in the repository, see **Include or Exclude Files to Trigger a Build**.

6. To exclude users whose commits to the repository don’t trigger builds, in **Excluded User**, enter the list of user names.

7. Click **Save**.

### Trigger a Build Automatically According to an SCM Polling Schedule

SCM polling enables you to configure a job to periodically check the job’s Git repositories for any commits pushed since the job’s last build. If updates are found, it triggers a build. You can configure the job and specify the schedule in Coordinated Universal Time (UTC), the primary time standard by which the world regulates clocks and time. If you're not a Cron expert, use the novice mode and set the schedule by specifying values. If you’re a Cron expert, use the Expert mode.

You can specify the schedule using Cron expressions:

1. Open the job’s configuration page.

2. In the **Git** tab, add the Git repository.
   To include or exclude files when tracking changes in the repository according to a Cron expression, see **Include or Exclude Files to Trigger a Build**.

3. Click **Settings**.

4. Click the **Triggers** tab.

5. Click **Add Trigger** and select **SCM Polling Trigger**.

6. To use the expert mode, select the **Expert mode** check box and enter the schedule in the text box.
   The default pattern is **0/30 * * * ***, which runs a build every 30 minutes.

   After you edit the expression, it’s validated immediately when the cursor moves out of the text box. Note that other fields of the section aren’t available when the check box is selected.

7. To use the novice mode, deselect the **Expert mode** check box and specify the schedule information. The page displays the generated Cron expression next to the **Expert mode** check box.

8. To use the novice mode, deselect the **Expert mode** check box and specify the schedule information in **Minute**, **Hour**, **Day of the Month**, **Month**, and **Day of the Week**.
   Click **Toggle Recurrence** to add or remove **0/1** at the beginning of the value in the Cron expression.

   The page displays the generated Cron expression next to the **Expert mode** check box.
9. If necessary, in Comment, enter a comment.

10. To view and verify the build schedule of the next ten builds, from the timezone drop-down list, select your time zone and then click View Schedule.

11. Click Save.

To see the SCM poll log of the job after the build runs, in the job's details page or the build's details page, click SCM Poll Log.

Generate Cron Expressions

You can use Cron expressions to define periodic build patterns.

For more information about Cron, see http://en.wikipedia.org/wiki/Cron.

You can specify the Cron schedule information in the following format:

`MINUTE HOUR DOM MONTH DOW`

where:

- `MINUTE` is minutes within the hour (0-59)
- `HOUR` is the hour of the day (0-23)
- `DOM` is the day of the month (1-31)
- `MONTH` is the month (1-12)
- `DOW` is the day of the week (1-7)

To specify multiple values, you can use the following operators:

- `*` to specify all valid values
- `-` to specify a range, such as 1-5
- `/` or `*/X` to specify skips of X's value through the range, such as `0/15` in the `MINUTE` field for `0,15,30,45`
- `A,B,...,Z` can be used to specify multiple values, such as `0,30` or `1,3,5`

Include or Exclude Files to Trigger a Build

When you've configured a job to monitor a Git repository, you can use fileset patterns to include or exclude files when tracking changes in the repository. Then, each time a change is committed, only changes to files that match these patterns determine whether a build is triggered or not.

Fileset patterns work as filters to include or exclude files when tracking changes in a repository. They take effect only when you've enabled a build to be triggered either on each SCM commit or according to a polling schedule. Once these settings are enabled, each time changes are committed to the repository, the filter is applied and a build either runs or not based on the specified filter.
Here's how you specify fileset patterns that use changes to files that match these patterns to determine whether a build is triggered or not:

1. Open the job's configuration page.
2. Click **Configure**, if necessary.
3. Click the **Git** tab.
4. Expand **Advanced Git Settings** and select either **Include** or **Exclude**.
   - Click **Include** to specify a list of files and directories in the repository that you want to track for changes. By default, all files are included for tracking (**/*/*), meaning changes to any file or directory in the repository will trigger a build. To change the default configuration, select **Include** and specify the fileset to be included in **Directories/Files**. You can use regular expressions (regex) or glob patterns to specify the fileset. Each entry must be separated by a new line.

   You can extend this configuration to specify **Exceptions** to the included fileset. If changes occur only in the fileset specified as an exception, a build won't run.

   Here are some glob pattern examples:

<table>
<thead>
<tr>
<th>Desired Outcome</th>
<th>In Directories/Files, enter:</th>
<th>In Exceptions, enter:</th>
<th>Result</th>
</tr>
</thead>
</table>
   | Trigger a build following changes to .html, .jpeg, or .gif files in the myapp/src/main/web/directory: | myapp/src/main/web/*.
   html myapp/src/main/web/*.
   jpeg myapp/src/main/web/*.
   gif | Leave blank | A build runs when a .html, .jpeg, or .gif file is changed in the myapp/src/main/web/directory.
   | Trigger a build following changes to .java files, but not .html files: | *.java *.html | A build runs when any .java file is changed, except when all changed files are .html files. |
   | Trigger a build following changes to .java files, but not test.java: | *.java test.java | A build runs when any .java file is changed, except when test.java is the only changed file. |

   - Click **Exclude** to specify a list of files and directories in the repository that you don't want to track for changes. If all changes are only in the specified files, a build won't be triggered. By default, no files are excluded, meaning all files and directories are tracked and therefore, changes to any file or directory in the repository will trigger a build. To change the default configuration, select **Exclude** and specify the fileset to be excluded in **Directories/Files**. You can use regular expressions (regex) or glob to specify an excluded fileset. Each entry must be separated by a new line.
Optionally, specify files or directories within the excluded fileset that you want to include as **Exceptions**. If changes occur in the fileset specified as an exception, a build will be triggered.

Here are some glob pattern examples:

<table>
<thead>
<tr>
<th>Desired Outcome</th>
<th>In Directories/Files, enter:</th>
<th>In Exceptions, enter:</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Don’t trigger a build when only <code>.java</code> files are changed:</td>
<td><code>*.java</code></td>
<td>Leave blank</td>
<td>A build won’t run when all changed files are <code>.java</code> files, but changes in any other file (say, <code>test.txt</code> and <code>test.html</code>) triggers a build.</td>
</tr>
<tr>
<td>Don’t trigger a build when <code>.java</code> files in the <code>/myapp/mobile/</code> directory are changed, with the exception of <code>test.java</code>:</td>
<td><code>/myapp/mobile/ *</code>.java</td>
<td><code>test.java</code></td>
<td>A build won’t run when all changes are in <code>.java</code> files other than <code>test.java</code> in the <code>/myapp/mobile/</code> directory. But a build runs when <code>test.java</code> in the <code>/myapp/mobile/</code> directory is the only changed file.</td>
</tr>
<tr>
<td>Don’t trigger a build for changes to any file, except <code>.sql</code> files:</td>
<td><code>**/*</code></td>
<td><code>*.sql</code></td>
<td>A build runs only when <code>.sql</code> files are changed.</td>
</tr>
<tr>
<td>Don’t trigger a build when only <code>.html</code>, <code>.jpeg</code>, or <code>.gif</code> files in the <code>/myapp/src/main/web/</code> directory are changed:</td>
<td><code>myapp/src/main/web/ *.html</code> <code>myapp/src/main/web/ *</code>.jpeg <code>myapp/src/main/web/*.*gif</code></td>
<td>Leave blank</td>
<td>A build won’t run when only <code>.html</code>, <code>.jpeg</code>, or <code>.gif</code> files in the <code>/myapp/src/main/web/</code> directory are changed.</td>
</tr>
<tr>
<td>Don’t trigger a build when <code>.gitignore</code> files are changed:</td>
<td><code>*.gitignore</code></td>
<td>Leave blank</td>
<td>A build won’t run when the only changed files are <code>.gitignore</code> files.</td>
</tr>
</tbody>
</table>

5. **Click Save.**

Use External Git Repositories

If you use an external Git repository to manage source code files, you can configure a job to access its files when a build runs:

- If the external Git repository is a public repository, mirror it in the project or use its direct URL in the job configuration.
- If the external Git repository is a private repository, you must mirror it in the project. See **Mirror an External Git Repository**.
To configure a job to use an external Git repository:

1. Open the job's configuration page.
2. Click **Configure** , if necessary.
3. Click the **Git** tab.
4. From the **Add Git** list, select **Git**.
5. If the external Git repository is mirrored with the project, in **Repository**, select the repository name. The build executor will use the mirrored repository's internal address URL.
   If the external Git repository isn't mirrored with the project, enter the repository's direct URL. Don't enter the direct URL of a private repository.
6. Configure other fields of the page and click **Save**.

To trigger a build on an update to the external Git repository, set up SCM polling according to the frequency of commits. VB Studio can't trigger a build immediately on an update to the external Git repository. Before you set SCM polling, note that if you use the internal address URL of a mirrored repository, there's a wait time of at least 5 minutes. If you use the external address URL or the direct URL of the repository, there's a wait time of at least 1 minute. Remember that polling every few minutes consumes large amounts of system resources.

Access Files in a Git Repository's Private Branch

To access a Git repository's private branch, configure the job to use SSH:

1. On the computer that you'll use to access the Git repository, generate a SSH key pair and upload its private key to VB Studio. See **Upload Your Public SSH Key**. Make sure that the private key on your computer is accessible to the Git client. Ignore this step if you've already uploaded the SSH public key.
2. Copy the Git repository's SSH URL.
   On the Git page, from the **Repositories** drop-down list, select the Git repository. From the **Clone** drop-down list, click **Copy to clipboard** and copy the SSH URL:

   ![Clone with HTTPS](https://alex.admin@developer.us2.oraclecloud.com/mydomain/s ...)

   ![Clone with SSH](ssh/mydomain.alex.admin@developer.us2.oraclecorp.com/mydomain/s ...)

3. Open the job's configuration page.
4. Click **Configure** , if necessary.
5. Click the **Git** tab.
6. From the **Add Git** list, select **Git**.

7. In **Repository**, paste the SSH URL of the Git repository.

8. In **Branch**, select the private branch.

9. Click the **Before Build** tab.

10. Click **Add Before Build Action** and select **SSH Configuration**.

11. In **Private Key** and **Public Key**, enter the private and public key of your SSH Private-Public key pair.
   
   Leave the **Public Key** empty to use fingerprint.

12. In **Pass Phrase**, enter the pass phrase of your SSH Private-Public key pair. Leave it empty if the keys aren't encrypted with a pass phrase.

13. Continue to configure the job, as desired.

14. Click **Save**.

### Publish Git Artifacts to a Git Repository

Git artifacts, such as tags, branches, and merge results can be published to a Git repository as a post-build action:

1. Open the job’s configuration page.

2. Click **Configure**.

3. In the **Git** tab, add the Git repository where you want to publish Git artifacts.

4. Click the **After Build** tab.

5. Click **Add After Build Action** and select **Git Publisher**.

6. To push Git artifacts to the Git repository only if the build succeeds, select the **Publish only if build succeeds** check box.

7. To push merges back to the target remote name, select the **Merge results** check box.

8. To push a tag to the remote repository, in **Tag to push**, specify the Git repository tag name. You can also use environment variables. In **Target remote name**, specify the target remote name of the Git repository where the tag is pushed. By default, **origin** is used.

   The push fails if the tag doesn't exist. Select the **Create new tag** check box to create the tag and enter a unique tag name.

9. To push a branch to the remote repository, in **Branch to push**, specify the Git repository branch name. You can also use environment variables. In **Target remote name**, specify the target remote name of the Git repository where the branch is pushed. By default, **origin** is used.

10. Click **Save**.

### Advanced Git Options

When you configure the Git repositories of a job, you can also configure the job with some advanced Git options, such as change the remote name of the repository, set the checkout directory in the workspace, and whether to clean the workspace before a build runs.

You can perform these configuration actions from the **Git** tab of the job configuration page:
<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Change the remote name of a repository</td>
<td>For the Git repository, expand <strong>Advanced Repository Options</strong>, and specify the new name in <strong>Name</strong>. The default remote name is <strong>origin</strong>.</td>
</tr>
<tr>
<td>Specify a reference specification of a repository</td>
<td>A reference repository helps to speed up the builds of the job by creating a cache in the workspace and hence reducing the data transfer. When a build runs, instead of cloning the Git repository from the remote, the build executor clones it from the reference repository. To create a reference specification of a Git repository, expand <strong>Advanced Repository Options</strong>, and specify the name in <strong>Ref Spec</strong>. Leave the field empty to create a default reference specification.</td>
</tr>
<tr>
<td>Specify a local checkout directory</td>
<td>The local checkout directory is a directory in the workspace where the Git repository is checked out when a build runs. To specify the directory of a Git repository, expand <strong>Advanced Repository Options</strong>, and specify the path in <strong>Local Checkout Directory</strong>. If left empty, the Git repository is checked out on the root directory of the workspace.</td>
</tr>
<tr>
<td>Include or exclude a list of files and directories to determine whether to trigger a build or not</td>
<td>When you've enabled a build to be triggered either on each SCM commit or according to a polling schedule, expand <strong>Advanced Git Settings</strong> and select <strong>Include</strong> or <strong>Exclude</strong>. To include a list of files and directories to track for changes and trigger a build, click <strong>Include</strong> and specify a fileset in <strong>Directories/Files</strong>. Default is <strong>/</strong>, indicating that all files and directories in the repository are tracked and changes to any file or directory will trigger a build. If you don't want a build to be triggered for some files and directories in the included fileset, specify <strong>Exceptions</strong>. For example, to trigger a build following changes to all but .java files, enter <strong>/</strong> in <strong>Directories/Files</strong> and *.java in <strong>Exceptions</strong>. To exclude a list of files and directories from tracking and prevent a build from being triggered, click <strong>Exclude</strong> and specify a fileset in <strong>Directories/Files</strong>. If all changes occur only in the specified files or directories, a build won't run. Default is an empty list, indicating no files are excluded. If you want a build to be triggered for some files and directories in the excluded fileset, specify <strong>Exceptions</strong>. For example, to trigger a build only when .sql files are changed, enter <strong>/</strong> in <strong>Directories/Files</strong> and *.sql in <strong>Exceptions</strong>. For more examples, see <strong>Include or Exclude Files to Trigger a Build</strong>.</td>
</tr>
<tr>
<td>Check out the remote repository's branch and merge it into a local branch</td>
<td>Expand <strong>Advanced Git Settings</strong>, in <strong>Merge another branch</strong>, specify the branch name to merge to. If specified, the build executor checks out the revision to build as <strong>HEAD</strong> on this branch. If necessary, in <strong>Checkout revision</strong>, specify the branch to checkout and build as <strong>HEAD</strong> on the value of <strong>Merge another branch</strong>.</td>
</tr>
<tr>
<td>Configure Git user.name and user.email variables</td>
<td>Expand <strong>Advanced Git Settings</strong> and in <strong>Config user.name</strong> and <strong>Config user.email</strong>, specify the user name and the email address.</td>
</tr>
<tr>
<td>Action</td>
<td>How To</td>
</tr>
<tr>
<td>----------------------------------------------------</td>
<td>-----------------------------------------------------------------------</td>
</tr>
<tr>
<td>Merge to a branch before a build runs</td>
<td>Expand Advanced Git Settings and select the Merge from another repository check box. In Repository, enter or select the name of the repository to be merged. In Branch, enter or select the name of the branch to be merged. If no branch is specified, the default branch of the repository is used. The build runs only if the merge is successful.</td>
</tr>
<tr>
<td>Prune obsolete local branches before running a build</td>
<td>Expand Advanced Git Settings and select the Prune remote branches before build check box.</td>
</tr>
<tr>
<td>Skip the internal tag</td>
<td>When a build runs, the build executor checks out the Git repository to the local repository of the workspace and applies a tag to it. To skip this process, expand Advanced Git Settings and deselect Skip internal tag check box.</td>
</tr>
<tr>
<td>Remove untracked files before running a build</td>
<td>Expand Advanced Git Settings and select the Clean after checkout check box.</td>
</tr>
<tr>
<td>Retrieve sub-modules recursively</td>
<td>Expand Advanced Git Settings and select the Recursively update submodules check box.</td>
</tr>
<tr>
<td>Display commit’s author in the log</td>
<td>By default, the Git change log shows the commit’s Committer. To display commit’s Author, expand Advanced Git Settings and select the Use commit author in changelog check box.</td>
</tr>
<tr>
<td>Delete all files of the workspace before a build runs</td>
<td>Expand Advanced Git Settings and select the Wipe out workspace before build check box.</td>
</tr>
</tbody>
</table>

**View the SCM Changes Log**

The SCM changes log displays files that were added, edited, or removed from the job’s Git repositories before the build was triggered.

You can view the SCM changes log from the job’s details page and a build’s details page. The Recent SCM Changes page that you open from the job’s details page shows SCM commits from the last 20 builds, in reverse order. The SCM Changes page that you open from a build’s details page shows SCM commits that happened after the previous build.

The log shows the build ID, commit messages, commit IDs, and affected files.
Trigger a Build Automatically on a Schedule

You can configure a job to run builds on a specified schedule that is specified in Coordinated Universal Time (UTC), the primary time standard by which the world regulates clocks and time.

**Note:**

Regardless of how you set up the schedule, your builds could be delayed if no VM build executors of the job's build executor template are free to run builds at the scheduled time, or if any of the VM build executors are in the Stopped/Pending state.

1. Open the job's configuration page.
2. Click **Settings**.
3. Select the **Triggers** tab.
4. Click **Add Trigger** and select **Periodic Build Trigger**.
5. You can specify the schedule using Cron expressions. If you're a Cron expert, use the Expert mode (see step 6).
   If you're not a Cron expert, use the novice mode and set the schedule by specifying values (see step 7).
6. To use the expert mode, select the **Expert mode** check box, and enter the schedule in the text box.
   The default pattern is **0/30 * * * ***, which runs a build every 30 minutes.
   After you edit the expression, it's validated as soon as you move the cursor outside the text box. Note that other fields of the section aren't available when the check box is selected.
7. To use the novice mode, deselect the **Expert mode** check box and specify the schedule information in **Minute**, **Hour**, **Day of the Month**, **Month**, and **Day of the Week**.
   Click **Toggle Recurrence** to add or remove **0/ or 1/** at the beginning of the value in the Cron expression.
   The page displays the generated Cron expression next to the **Expert mode** check box.
8. If necessary, in **Comment**, enter a comment.
9. To view and verify the build schedule of the next ten builds, from the timezone drop-down list, select your time zone and then click **View Schedule**.
10. Click **Save**.

Use Build Parameters

You can use build parameters for passing additional information to a build when it runs when that information isn't available at job configuration time.
You can configure a job to use a parameter and its value as an environment variable or through variable substitution in other parts of the job configuration. When a build runs, a Configure Parameters dialog box opens so you can enter or change the default values of the parameters:

1. Open the job’s detail page.
2. Click Configure.
3. Click the Parameters tab.
4. From the Add Parameter drop-down list, select the parameter type.

You can add these types of build parameters:

<table>
<thead>
<tr>
<th>Use this parameter type ...</th>
<th>To:</th>
</tr>
</thead>
<tbody>
<tr>
<td>String</td>
<td>Accept a string value from the user when a build runs. The parameter field appears as a text box in the Configure Parameters dialog.</td>
</tr>
<tr>
<td>Password/Private Key</td>
<td>Accept a password or private key value from the user when a build runs. The parameter field appears as a password box in the Configure Parameters dialog. It's important to note that the password/private key setting isn't a toggle. If you change the selection from password to private key (or private key to password), you'll need to re-enter the password/private key value.</td>
</tr>
<tr>
<td>Boolean</td>
<td>Accept true or false as input from the user when a build runs. The parameter field appears as a check box in the Configure Parameters dialog.</td>
</tr>
<tr>
<td>Choice</td>
<td>Accept a value from a list of values when a build runs. The parameter field appears as a drop-down list in the Configure Parameters dialog. The first value is the default selected value.</td>
</tr>
<tr>
<td>Merge Request</td>
<td>Accepts string values for the Git repository URL, the Git repository branch name, and the merge request ID as input. The parameter fields appear as a text box in the Configure Parameters dialog. Use this parameter when you want to link an existing job with a merge request.</td>
</tr>
</tbody>
</table>

5. Enter values, such as name, default value, password/private key, and description.

Note:

Parameter names must contain letters, numbers or underscores only. They can't begin with a number and they aren't case-sensitive (the names "job", "JOB", and "Job" are all treated the same).

You can't use hyphens in build parameter names. When the build system encounters a script or a command with a hyphenated build parameter name in a UNIX shell build step, it removes the portion of the name preceding the hyphen. If you try to use a hyphen in a build parameter name in a job, you won't be able to save the job configuration that includes it.

In addition, you shouldn't use an underscore by itself or any of the system or other environmental variable names listed in Reserved Words that Shouldn't Be Used in Build Parameter Names as build parameter names. There could be unintended consequences if you do.
6. Click **Save**.

For example, if you want a job to change the default values for the Gradle version, the OCI username, and the OCI user password when a build runs, in a Build step, create the Choice, String, and Password/Private Key build parameters to accept the values. Notice that the value for the Password/Private Key parameter isn't displayed in the input field.

Use the `$BUILD_PARAMETER` format when you're using build parameters. (The `$ (BUILD_PARAMETER)` format can be used too.) For example, this screen shot shows the Gradle version, OCI username, and OCI password parameters used in the build step fields of a job. Notice that the password/private key parameter's variable name isn't displayed:
When a build runs, the Configure Parameters dialog opens where you can enter or change the default values of parameters. All parameter values, except the Password/Private Key parameter's value, are displayed as string in the dialog box, and subsequently in the build log. This screenshot shows the dialog for a job configured to use a password parameter:
This screenshot shows the dialog for a similar job configured to use a private key parameter instead of a password parameter:

Notice the difference (instead of black dots) between the OCIPkey private key.
parameter's default value (asterisks) and that for the OCIPwd password parameter's default value shown in the previous screenshot.

If you selected the Use for Merge Request check box while creating the job, GIT_REPO_URL, GIT_REPO_BRANCH, and MERGE_REQ_ID Merge Request parameters are automatically added to accept the Git repository URL, the Git repository branch name, and the merge request ID as input from the merge request, respectively. The GIT_REPO_URL and GIT_REPO_BRANCH variables are automatically set in the Repository and Branch fields of the Git tab.

When a job in a pipeline runs, there is no way to enter or change the default values of the parameters. Job parameters in pipelines exhibit the following implicit behaviors:

• Upstream job parameters are passed to downstream jobs. For example, in a pipeline that flows from Job A to Job B to Job C, if parameter P1 is defined in Job A and parameter P2 is defined in Job B, then parameter P1 will be passed to Job B and parameters P1 and P2 will be passed to Job C.

• An upstream job with the same named parameter as a downstream job will overwrite the default value of the named parameter from the downstream job. For example, if parameters P1 and P2 are defined in Job A and parameters P2 and P3 are defined in Job B, then the value of parameter P2 from Job A will overwrite the default value of parameter P2 in Job B. If there was a Job C downstream from Job B, then the initial default value of P2 (from Job A) plus the values of P1 and P3 would be passed to Job C.

• When a build of the pipeline runs, the Configure Parameter dialog box displays all parameters of the jobs in the pipeline. Duplicate parameters are displayed once and its value is used by all jobs that use the parameter. The default value of a duplicate parameter comes from the first job in the pipeline where it is defined. For example, in a pipeline that flows from Job A to Job B to Job C, if parameter P1 is defined in Job A; parameters P2 and P3 are defined in Job B; and parameters P1 and P4 are defined in Job C; then when the pipeline runs, it displays parameters P1, P2, P3, and P4 once in the Configure Parameter dialog box though parameter P1 is defined in two jobs. The default value of P1 would come from Job 1 and is passed to subsequent jobs of the pipeline.

In the pipeline, if the Auto start when pipeline jobs are built externally is selected, then the Configure Parameter dialog box isn't displayed when a build of a pipeline's job runs. In the pipeline, the subsequent jobs of the job that trigger the build use the default values of their parameters. If a parameter is duplicate, then the job uses the default value of the first job where the parameter was defined.

For example, in a pipeline that flows from Job A to Job B to Job C, if parameter P1 is defined in Job A; parameters P2 and P3 are defined in Job B; and parameters P1 and P4 are defined in Job C; then when a build of Job A runs, it passes the default value of P1 to Job B and Job C, and overwrites the default of P1 in Job C. If a build of Job B runs, then the builds use the default values of P2, P3, P1 (defined in Job C) and P4.

To learn about how to use build parameters in a Shell build step, see the GNU documentation on Shell Parameter Expansion at https://www.gnu.org/software/bash/manual/html_node/Shell-Parameter-Expansion.html.

Reserved Words that Shouldn't Be Used in Build Parameter Names

A system environment variable shouldn't be used as a parameter name. If you use one of the following system environment variable names, the build might run incorrectly or even fail unexpectedly:
In addition, you should avoid using the following environment variables, listed alphabetically, that may be used elsewhere, to avoid interfering with the plugin or the process that introduced them:

- `__(underscore)`
- `ant_home`
- `build_dir`, `build_id`, `build_number`
- `cvs_rsh`
- `dcs_passbuildinfofeaturecurrentorg`, `dcs_passbuildinfofeaturecurrentproject`
- `g_broken_filenames`, `git_repo_branch`, `git_repo_url`, `gradle_home`
- `isdcspassbuildinfofeatureenabled`
- `java_home`, `java_vendor`, `javacloud_home`, `javacloud_home_11_1_1_7_1`, `javacloud_home_11g`, `javacloud_home_soa`, `javacloud_home_soa_12_2_1`, `job_name`
- `lessopen`, `logname`
- `m2_home`, `merge_req_id`, `middleware_home`, `middleware_home_11_1_1_7_1`, `middleware_home_11g`, `middleware_home_soa`, `middleware_home_soa_12_2_1`
- `no_proxy`, `no_proxy_alt`, `node_path`
- `oracle_home`, `oracle_home_11_1_1_7_1`, `oracle_home_11g`, `oracle_home_soa`, `oracle_home_soa_12_2_1`
- `qt_dir`, `qtinc`, `qtlib`
- `shlvl`, `ssh_askpass`
- `tool_path`
- `wls_home`, `wls_home_11_1_1_7_1`, `wls_home_11g`, `wls_home_soa`, `wls_home_soa_12_2_1`, `workspace`

Use a Named Password/Private Key

A **named password/private key** is a variable that users can use across a project's build job configurations, in any password/private key field in the job configuration,
including external Git repositories as well as in SQLcl, PSMcli, and Docker configurations.

When the value of the password or private key changes, you can edit and reset it and the new value will be applied to all jobs and configurations where the variable is used. However, if you change the selection from password to private key (or the other way around), you must re-enter a new value for the password or private key.

Note that the named password/private key is not an environment variable. To use a named password/private key as an environment variable, create a **Password/Private Key** build parameter and set it to use the named password/private key.

### Create and Manage Named Passwords/Private Keys

If you’re a project owner, you can create, edit, and delete named passwords/private keys:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
</table>
| **Create a named password/private key** | 1. In the left navigator, click **Project Administration** 📜.  
2. Click **Builds**.  
3. Click the **Named Passwords/Private Key** tab.  
4. Click **+ Create Named Password/Private Key**.  
5. In **Name**, enter a name for the variable and then do one of the following:  
   • In **Password**, enter the password.  
   • Click the **Private Key** checkbox, then paste the private key into the **Private Key** field.  
6. Click **Create**. |

After you create the named password or named private key, share its name with your project users.

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
</table>
| **Edit a named password/private key** | 1. In the left navigator, click **Project Administration** 📜.  
2. Click **Builds**.  
3. Click the **Named Passwords/Private Key** tab.  
4. Click the password/private key name and then click **Edit** 🖊.  
5. Update the password in the **Edit Named Password** dialog or the private key in the **Edit Private Key** dialog.  
6. Click **Update**. |

**Note:**  
You can't change a named password's name.
Delete a named password/private key

1. In the left navigator, click Project Administration.
2. Click Builds.
3. Click the Named Passwords/Private Key tab
4. Click the named password/private key name, then click Delete.
5. In the Delete Named Password or the Delete Private Key dialog, click Delete.

After you delete the named password or private key, let your project users know that it’s no longer available.

Configure a Job to Use a Named Password/Private Key

Here’s how you can configure a job that uses a named password/private key:

1. Open the job’s configuration page.
2. Click the Parameters tab.
3. Click Add Parameter and select Password/Private Key Parameter.
4. In the Name field, enter a name for the parameter, then do one of the following:
   a. If you’re defining a password, in the Default Value field, enter the Named Password/Private Key, if previously defined, in the format #{password_name}.
   b. If you are defining a private key, select the Private Key checkbox and either enter the Named Password/Private Key, if previously defined, in the format #{pkey_name} or paste the private key directly into the Private Key field, for example:

   -----BEGIN RSA PRIVATE KEY-----
   MIIEogIBAAKCAQEAzr32xevtOevm1ZKQ3alPWK888...
   -----END RSA PRIVATE KEY-----

   When the named variable for the private key was created, it must have been set as a private key, not a password. The named variable for the private key will then be displayed as *****.

5. Click Save.

Access an Oracle Cloud Service Using SSH

You can configure a job to use SSH to access any Oracle Cloud service instances that has SSH enabled, such as Oracle Cloud Infrastructure Compute Classic VMs.

You can configure the job to use any of the following options, or both:

- Create an SSH tunnel to access a process running on a remote system, including an on-premise system, via the SSH port. The SSH tunnel is created at the start of the build job and is destroyed automatically when the job finishes.
- Set up the default ~/.ssh directory with the provided keys in the build’s workspace for use with the command-line tools. The modifications revert after the job finishes.
To connect to the Oracle Cloud service instance, you need IP address of the server, credentials of a user who can connect to the service instance, and local and remote port numbers:

1. Open the job’s configuration page.

2. Click **Configure** if necessary.

3. Click the **Before Build** tab.

4. Click **Add Before Build Action** and select **SSH Configuration**.

5. In **Private Key** and **Public Key**, enter the private and the public key of your SSH Private-Public key pair.

   Leave the **Public Key** empty to use the fingerprint.

   The SSH server public key is used for host verification. You use the ssh-keyscan tool to get this key from the VM itself. More than one key may be returned and, although you could use any of them, the most commonly used one is the ssh-rsa key.

6. In **Pass Phrase**, enter the passphrase of your SSH Private-Public key pair. Leave it empty if the keys aren’t encrypted with a passphrase.

   **Note:**

   If you want to access the Oracle Cloud service using a command or a Shell script from the UNIX Shell step, do not use a key protected by a passphrase, or SSH will interactively prompt for a passphrase during the build.

7. In **SSH Server Public Key**, enter the public key of the SSH server.

   If you’re using a command-line SSH tool, note that the host name and the IP address must match. The host name and the IP address can be comma separated. Example: ssh1.example.com,10.0.0.13 ssh-rsa ....

   Leave the field empty to skip host verification. For command-line tools, such as ssh, add the `-o StrictHostKeyChecking=no -o UserKnownHostsFile=/dev/null` option explicitly to skip host verification.

8. To use an SSH tunnel, select the **Create SSH Tunnel** check box.

   SSH tunnel provides an additional layer of security and can only be set up between trusted hosts. After you select the check box, enter the SSH server details:

   - **Username**: Name of the user who can connect to the SSH server.
   - **Password**: Password of the SSH user. Leave the field empty to use the key based authentication.
   - **Local Port**: Port number of the client used for local port forwarding.
   - **Remote Host**: Name of the remote host, or an interface on the SSH server.
   - **Remote Port**: Port number of the remote host or interface.
   - **SSH Server**: Name or IP address of the target SSH server.
   - **Connect String**: Displays the connect string to be used to set up the SSH tunnel.

9. To use command line tools (such as ssh, scp, or sftp), select the **Setup files in ~/.ssh for command-line ssh tools** check box.
When a build runs, necessary files with the information that you’ve provided are created for you in the known_hosts file of the ~/.ssh directory in the build system workspace. The files are removed automatically after the build is complete.

Note:
If you have a build job that uses an SSH proxy to run SSH commands, including scp, host verification will be performed for the proxy server as well as the target server. Host certificates for both servers must be added to the Host Keys field in the SSH Configuration.

For example, if a build script contains an scp command such as this one:

```bash
scp -o 'ProxyCommand=ssh -W %h:%p -p 22 opc@x.x.x.x' target/sample.war
opc@y.y.y.y:/tmp
```

The host keys should have two lines, one for proxy server x.x.x.x and another for target server y.y.y.y

Alternatively, you could disable host key verification for one or both of the servers:

```bash
scp -o StrictHostKeyChecking=no -o 'ProxyCommand=ssh -o StrictHostKeyChecking=no -o -W %h:%p -p 22 opc@x.x.x.x' target/sample.war opc@y.y.y.y:/tmp
```

10. Click **Save**.

Access the Oracle Maven Repository

The Oracle Maven Repository contains artifacts, such as ADF libraries, provided by Oracle. You may require these artifacts to compile, test, package, perform integration testing, or deploy your applications. For more information about the Oracle Maven repository, see [https://maven.oracle.com/doc.html](https://maven.oracle.com/doc.html).

To build your applications and access the Oracle Maven Repository, you configure the job and provide your credentials to access the repository:

1. Open [https://www.oracle.com/webapps/maven/register/license.html](https://www.oracle.com/webapps/maven/register/license.html) in your web browser, sign in with your Oracle Account credentials, and accept the license agreement.

2. Configure the POM file and add the Oracle Maven Repository details:

   a. Add a `<repository>` element that refers to [https://maven.oracle.com](https://maven.oracle.com):

      ```xml
      <repositories>
      <repository>
      <name>OracleMaven</name>
      <id>maven.oracle.com</id>
      <url>https://maven.oracle.com</url>
      </repository>
      </repositories>
      ```
b. Depending on your application, you may also want to add the `<pluginRepository>` element and make it refer to https://maven.oracle.com:

```xml
<pluginRepositories>
    <pluginRepository>
        <name>OracleMaven</name>
        <id>maven.oracle.com</id>
        <url>https://maven.oracle.com</url>
    </pluginRepository>
</pluginRepositories>
```

c. If you are going to use token-based authentication in your project, follow the steps in Set Up Token-Based Authentication to create a token with expiration and permission settings appropriate for your Maven project. (Don't forget to copy the token and paste it in a text file so you can access later.)

Then add the `<server>` element and replace `{token}` with the token you created.

```xml
<server>
    <id>internalRepo</id>
    <configuration>
        <httpConfiguration>
            <all>
                <headers>
                    <property>
                        <name>Authorization</name>
                        <value>Bearer {token}</value>
                    </property>
                </headers>
            </all>
        </httpConfiguration>
    </configuration>
</server>
```

3. Commit the POM file to the project's Git repository.

4. If you're the project owner, set up Oracle Maven Repository connections for your project’s team members.

   See Create and Manage Oracle Maven Repository Connections.

5. Create and configure a job to access Oracle Maven Repository.

   See Configure a Job to Connect to the Oracle Maven Repository.

Create and Manage Oracle Maven Repository Connections

If your project users access the Oracle Maven Repository frequently, you can create a pre-defined connection for them. Project users can then configure a job and use the connection to access the artifacts of the Oracle Maven Repository while running builds.

You must be a project owner to add and manage Oracle Maven Repository connections.

To create, edit, and delete a connection, you'll need the Oracle Technology Network (OTN) Single Sign-On (SSO) credentials of a user who has accepted the Oracle Maven Repository license agreement:
Add an Oracle Maven Repository connection

1. In the left navigator, click Project Administration.
2. Select the Builds tile.
3. Click the Maven Connection tab.
4. Click + Create Maven Connection.
5. In the Create Maven Connection dialog, in Connection Name, enter a unique name.
6. In OTN Username and OTN Password, enter the credentials of a user who has accepted the Oracle Maven Repository license agreement.
7. In Server Id, if necessary, enter the ID to use for the `<server>` element in the Maven settings.xml file or use the default maven.oracle.com ID.
8. Click Create.

Edit a connection and change the connection’s user credentials or provide another server ID

1. In the left navigator, click Project Administration.
2. Select the Builds tile.
3. Click the Maven Connection tab.
4. Click the connection name and then click the Edit icon.
5. In the Edit Maven Connection dialog box, if necessary, enter the credentials of a user with valid SSO user name. In Server Id, if necessary, enter the ID to use for the `<server>` element in the Maven settings.xml file. If not provided, the ID defaults to maven.oracle.com.
6. Click Update.

Delete the connection

1. In the left navigator, click Project Administration.
2. Select the Builds tile.
3. Click the Maven Connection tab.
4. Click the connection name and then click .
5. In the Delete Maven Connection dialog, click Delete.

Configure a Job to Connect to the Oracle Maven Repository

Here’s how you can set up a job using a predefined connection to connect to the Oracle Maven Repository:

1. Open the job’s configuration page.
2. Click the Before Build tab.
3. Click Add Before Build Action and select Oracle Maven Repository Connection.
4. From Use Existing Connection, select a pre-defined connection. Your project owner has created a connection so that you don’t have to worry about setting it up.
If there’s no pre-defined connection available or you want set up your own connection, click the toggle button. In **OTN Username** and **OTN Password**, enter the credentials of a user who has accepted the Oracle Maven Repository license agreement.

5. In **Server Id**, if required, enter the ID to use for the `<server>` element of the Maven `settings.xml` file, or use the default `maven.oracle.com` ID.

6. If you’re using a custom `settings.xml` file, in **Custom settings.xml**, enter the file’s path.

7. Click **Save**.

**Generate a Dependency Vulnerability Analysis Report**

You can configure a job to generate a Dependency Vulnerability Analysis (DVA) report for a Maven, Node.js/Javascript, or Gradle application. This report can help you analyze any publicly known vulnerabilities in the application’s dependencies.

When a build runs, VB Studio scans the job’s POM file (Maven), `package.json` file (Node.js/Javascript), or `build.gradle` file (Gradle) and checks the direct and transitive dependencies against the National Vulnerability Database (NVD). See [https://nvd.nist.gov/](https://nvd.nist.gov/) to find more about NVD.

Dependencies in Node.js and Javascript projects are also checked for vulnerabilities against the following sources:

- **NPM**: Data may be retrieved from the NPM Public Advisories, [https://www.npmjs.com/advisories](https://www.npmjs.com/advisories).
- **RetireJS**: Data may be retrieved from the RetireJS community, [https://retire.js/github.io/retire.js/](https://retire.js/github.io/retire.js/).
- **Sonatype OSS Index**: Data may be retrieved from the Sonatype OSS Index, [https://sonatype.ossindex.org](https://sonatype.ossindex.org).

For any vulnerabilities found, you can configure the job to mark the build as failed or file an issue. If email notifications have been enabled or if a Slack webhook has been configured, you can be notified about these actions through email or Slack.

To configure a job to scan for security vulnerabilities:

1. Open the job’s configuration page.
2. Click the **Before Build** tab.
3. From **Add Before Build Action**, select **Dependency Vulnerability Analyzer**.
   After adding the Dependency Vulnerability Analyzer build action, make sure it’s enabled. You can disable the DVA report generation by disabling the build action.
4. In **Threshold at or above**, select the score threshold.
   The scores capture the principal characteristics of a vulnerability and reflect its severity.
The threshold and confidence settings have different mappings and values, depending on the type of project (Node.js/Javascript, Maven, or Gradle). The Common Vulnerability Scoring System (CVSS) score is for vulnerabilities from the NVD database only. Vulnerabilities in Node.js and Javascript projects can come from sources (NPM, RetireJS, Sonatype OSS Index) in addition to those that come from NVD.

For more information about how CVSS scores are calculated, see https://nvd.nist.gov/vuln-metrics/cvss.

This table explains how the levels (Low, Medium, High) are defined for each vulnerability source. The Analyzer reports vulnerabilities when the value for the level you choose is met or exceeded.

<table>
<thead>
<tr>
<th>Source</th>
<th>Project</th>
<th>Low</th>
<th>Medium</th>
<th>High</th>
</tr>
</thead>
<tbody>
<tr>
<td>NVD</td>
<td>Maven, NodeJS,</td>
<td>Score range 0.0-3.9</td>
<td>Score range 4.0-6.9</td>
<td>Score range 7.0-10.0</td>
</tr>
<tr>
<td></td>
<td>Gradle</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>NPM</td>
<td>NodeJS</td>
<td>Low</td>
<td>Moderate</td>
<td>High or Critical</td>
</tr>
<tr>
<td>RetireJS</td>
<td>NodeJS</td>
<td>Low</td>
<td>Medium</td>
<td>High or Critical</td>
</tr>
<tr>
<td>Sonatype OSS Index</td>
<td>NodeJS</td>
<td>Score range 0.0-3.9</td>
<td>Score range 4.0-6.9</td>
<td>Score range 7.0-10.0</td>
</tr>
</tbody>
</table>

For example, if you select Medium, any vulnerability with a CVSS score of 4.0 or above (and a Moderate NPM level, a Medium RetireJS level, or a Sonatype OSS Index score greater than 4.0 for a Node.js project) is detected and reported.

5. In **CPE Confidence**, select the confidence rating the DVA has for the identified Common Platform Enumeration (CPE).

CPE is a structured naming scheme for describing and identifying classes of applications, operating systems, and hardware devices present among an enterprise’s computing assets. To find more about CPE, see https://csrc.nist.gov/projects/security-content-automation-protocol/specifications/cpe/.

The CPE Confidence rating helps you filter the Common Vulnerabilities and Exposure (CVE) identifiers based on the confidence level. CVE is a list of common identifiers for publicly known cybersecurity vulnerabilities. To find more about CVE, see https://cve.mitre.org/.

For example, select Medium to filter out the low confidence CVE identifiers from the report.

6. To fail the build if a vulnerability is detected, select the **Fail Build** check box.
7. To automatically file an issue for every build file where a vulnerability is detected, select the **Create issue for every affected build file** check box. In **Product** and **Component**, select the issue's product and component.

8. Click the **Steps** tab.

9. Add a **Unix Shell** step (or appropriate step, such as a **Maven** step to build the POM file). For example, if you add a UNIX Shell step, enter the following command to build the pom.xml file in the app_dir directory in the job's Git repository:

   `mvn -install -fae -f app_dir/pom.xml -X`

10. Click **Save**.

11. Run a build of the job.

   To trigger the build manually, in the Job Details page, click **Build Now**.

12. After the build is complete and a vulnerability is detected, click **Vulnerabilities** to view the vulnerabilities report. If no vulnerabilities were detected, **Vulnerabilities** will be disabled.

13. On the Dependency Analyzer Summary page, review the affected files, dependencies, and detected vulnerabilities.

   Expand the **Report** section to view the files of your application where vulnerabilities are found (in the POM file, in this example):

   ![Dependency Analyzer Result](image)

   After the DVA report is generated, expand each file in the **Report** section to view these details:

   - Issue ID, if the **Create issue for every affected file** check box was selected. Click the issue link to open it. You can also open the **Project Home** page and check the recent activities feed about the issue's create notification. You should see a message that an issue was created, such as **System created Defect 2: Vulnerabilities in -MavenJavaApp**. If an issue was previously created for the vulnerability, a comment will be added to the issue and a message like **System commented Defect 2: Vulnerabilities in - MavenJavaApp** will be added to the activities feed.
• Merge request ID, if the **Resolve** button was clicked to resolve the vulnerabilities. Click the merge request link to open it.

• Number of vulnerabilities

• Name of each dependency where a vulnerability is found

• Each dependency's type (direct or transitive)
  A transitive dependency displays a **Transitive** label next to the name. A direct dependency displays no label.

• Number of alerts and alert categories of vulnerabilities (High, Medium, or Low)

• Expand each dependency to view its vulnerabilities
  To mute a vulnerability's alerts, expand the vulnerability in the **Report** section, and click **Mute in Alerts**. In the Mute Vulnerability dialog box, review the details, and click **Mute**. The muted vulnerability won't be reported during the next run and it will not cause the build to fail. It will simply be included in the report as a muted vulnerability that should be used only for reference or to be unmuted and dealt with at some future time.

  Muted vulnerabilities will only show up in a report for the latest build, not in reports for any previous builds.

To fix a reported vulnerability, use **Resolve** and the dropdown menu in the analysis tool to change the dependency's version to one that doesn't have the vulnerability.

**Resolve Reported Vulnerabilities Automatically**

After the Dependency Vulnerability Analysis (DVA) report for the Maven, Node.js, Javascript, or Gradle application has been generated, review the report to identify the vulnerabilities in the flagged files, and click the **Resolve** button to resolve them.

The **Resolve** button simplifies and automates the process for resolving vulnerabilities found in the direct as well as transitive dependencies of the application's build file. The **Resolve** button isn't available in the DVA reports of older builds of the job. It is only available in the latest build of the job. The **Resolve** button is also disabled if a **package.json** file in a Node.js or Javascript application has vulnerabilities in transitive dependencies only. Transitive dependencies in Node.js and Javascript applications must be resolved manually, by editing the direct dependencies in the **package.json** file and rerunning the analyzer.

Click the **Resolve** button to resolve any direct and transitive dependencies that were found:

1. In the **Report** section of the vulnerability analysis report, expand the affected build file (POM is shown):
2. Click **Resolve**.
   If a merge request exists, you can cancel the dialog and use it or continue to create another merge request.

3. In the Resolve Vulnerability dialog box, review the reported vulnerabilities.

4. If an issue was created when the report was generated, its ID is displayed. If no issue was created, select the **Create issue to track this resolution** check box to create it.
   In **Linked Builds**, add an existing build to link it to the merge request.

   In **Reviewers**, add team members to review the merge request:
5. For each vulnerability, in Available Versions, select a version of the direct dependency or dependency with transitive dependencies that doesn't have the reported vulnerability. If you don't want to resolve the dependency or no versions are available, select **Do Not Resolve**.

6. Click **Create New Merge Request**. When you click the button, VB Studio does the following:
   a. Creates a merge request with details about the vulnerabilities found.
   b. Creates a branch with the job's Git repository branch as the base branch, and then sets it as the review branch of the merge request.
   c. Sets the job's Git repository branch as the target branch of the merge request.
   d. Updates the review branch's application build file to use the specified versions of the dependencies.

   For example, if the job that generated the vulnerability report uses the JavaMavenApp Git repository and its release1.1 branch, then a new branch is created in JavaMavenApp using release1.1 as the base branch and is used as the review branch of the merge request. The release1.1 branch is used as the target branch.

   If a merge request with same review and target branches was created in an older build of the job, VB Studio uses the same merge request to merge the application build file updates.

7. Click the merge request link to open it in another tab or window of the browser, and click **OK**.
8. In the Merge Request, review the details of the vulnerabilities in the **Conversation** tab and the application build file changes (POM is shown) in the **Changed Files** tab:

![Screenshot of Merge Request](image)

9. If you've invited other reviewers, wait for their feedback.

10. If you've linked a build job to the merge request, in the **Linked Builds** tab, run a build and verify its stability.

11. When you're ready to merge the application build file updates, click **Merge**.

12. In the Merge dialog box, to delete the review branch, select the **Delete branch** check box. To resolve linked issues, select the **Resolve linked issues** check box and the check boxes of issues you want to resolve.

13. Click **Create a merge request**.

14. Run a build of the job that reported dependency vulnerabilities and verify that the application build file's update has fixed the vulnerability.

   If a vulnerability is still found, repeat the preceding steps to create another merge request after selecting a different dependency version.

**Import and Export Oracle Integration Artifacts and Packages Between Environments**

When you want to share your code between different Oracle Integration instances, you can use VB Studio's CI/CD capabilities to configure build jobs that export and import Integration artifacts (known as Integrations) and packages (collections of Integrations) from one Oracle Integration instance to another. This capability is useful to promote your code from lower environments to higher ones, typically from a development to a test and finally to a production environment.

Integrations are connections to applications with which you want to share data and are created from the Oracle Integration user interface. Each integration includes dependent artifacts such as lookup tables, JavaScript libraries, and connection types. It does not, however, include connection endpoints or credentials. Integrations can be grouped into collections in a package so, when you import or export the package to or from Oracle Integration, all integrations in that package are imported or exported.

To share your code between different Oracle Integration instances, you'll need to export and then import individual or packaged integrations from your source environment to the target environment—a task that VB Studio can automate for you. You can set up export and import build jobs to move an Integration archive (IAR file) or package (PAR file) from one Oracle Integration instance to another.
Integration instance to another. It's possible to do this with standalone build jobs or as part of a build pipeline.

Here are the steps you'll need to use to import and export Integration artifacts and packages via build jobs in VB Studio:

<table>
<thead>
<tr>
<th>Step</th>
<th>Description</th>
<th>See this topic</th>
</tr>
</thead>
</table>
| Configure a build job to export Integration artifacts from an Oracle Integration instance. | Creates and executes a job to
- Export an Integration archive (IAR file) from a source Oracle Integration instance and store it in a VB Studio repository.
- Allow export integrations with asserter recordings. Oracle's asserter testing framework is used to record tests of integration instances and replay them to reproduce potential issues. See Test Integration Instances for more information. | Configure a Job to Export an Integration |
| Configure a build job to import Integration artifacts to an Oracle Integration instance. | Creates and executes a job to:
- Reference a previously exported Integration archive (IAR file) and import it to another Oracle Integration instance.
- Optionally, activate the Integration, after which you can also contribute integration mappings to Oracle Recommends, enable asserter recordings, and enable tracing. If you enable tracing, you can also include the payload.
- Optionally, include asserter recordings, if there are any. | Configure a Job to Import an Integration |
| Optional: Configure a build job to delete an Integration artifact that's no longer needed or one that causes a conflict. | Creates and executes a job to delete an Integration archive (IAR file) that exists on a particular Oracle Integration instance. | Configure a Job to Delete an Integration |
| Configure a build job to export a package of Integration artifacts from an Oracle Integration instance. | Creates and executes a job to
- Export a package (PAR file) of integrations from a source Oracle Integration instance and store it in a VB Studio repository.
- Allow exported packages with integrations that have asserter recordings. | Configure a Job to Export an Oracle Integration Package |
Optional: Configure a build job to delete a package of Integration artifacts that's no longer needed.

Configure a Job to Delete an Oracle Integration Package

Configure a Job to Export an Integration

You can create and execute a job that exports an Integration archive (IAR file) from a source Oracle Integration instance and stores it. You'll need to copy the artifact (IAR) from your export job into your import build job. Optionally, you can set up the job to add recordings to the exported artifact.

To configure a build job that exports an Integration artifact from an Oracle Integration instance:

1. In the left navigator, click Builds.
2. In the Jobs tab, click + Create Job.
3. In the New Job dialog box, in Name, enter a unique name.
4. In Description, enter the job's description.
5. In Template, select the System Default OL7 for Visual Builder template.
6. Click Create.
7. The job configuration page is displayed.
8. Click the Steps tab.
9. From Add Step, select Oracle Integration, and then select Export Integration.
10. In Export from instance, select the Oracle Integration instance from which you'll be performing the export operation.
11. In Username and Password, provide credentials for a user who has permissions to perform Oracle Integration operations.
12. In Identifier, provide the identifier for the integration as defined in the Oracle Integration service instance.

You can also click Search and open the Search Integrations window. In it you can specify the credentials (username/password) and get a list of integrations in your instance, or narrow your search by entering a prefix in the Search field. For example, if you enter "COUNTRYINFO", a list of Integrations that contain "COUNTRYINFO" will be displayed.
12. In **Version**, provide the version for the integration as defined in the Oracle Integration service instance.

   If you selected an integration by using the **Search Integrations** dialog, the **Version** and **Identifier** information will be filled in automatically.

   Alternatively, you could specify a parameter, such as $version, here which, when combined with the example identifier in the previous step, would result in an output filename of COUNTRYINFO_$version iar. You'll need to copy the generated filename or enter COUNTRYINFO_${version}.iar when you import the Integration archive.

13. (Optional) The **Include asserter recordings in exported file** checkbox isn't selected by default. If you want to include recordings in the archive, select it.

14. Select the **After Build** tab and add **Artifact Archiver** as an **After Build Action**.

15. In **Files to archive**, ensure that the IAR file in the **Export Integration** build step's **Archive filename** is shown.

16. Click **Save**.

**Configure a Job to Import an Integration**

You can create and execute a job that references a previously exported Integration archive (IAR file) and import it to another Oracle Integration instance. Optionally, you can set up the job to activate the Integration after importing it.

To configure a build job that imports a previously exported Integration artifact from an Oracle Integration instance:

1. In the left navigator, click **Builds**.
2. In the **Jobs** tab, click + Create Job.
3. In the New Job dialog box, in **Name**, enter a unique name.
4. In **Description**, enter the job's description.
5. In **Template**, select the **System Default OL7 for Visual Builder** template.
6. Click **Create**.

   The job configuration page is displayed.

7. From the **Before Build** tab select **Before Build Action** and then select **Copy Artifacts**.

   a. In **From job**, enter the previous Integration Export job you want to import.
   b. In **Which build**, select **Last successful build**.

8. Click the **Steps** tab.

9. From **Add Step**, select **Oracle Integration**, and then select **Import Integration**.

10. In **Import to instance**, select the environment that points to the Oracle Integration instance to which the archive will be imported.

11. In **Username** and **Password**, provide credentials for a user who has permissions to perform Oracle Integration operations.

12. In **Import archive filename**, enter the name and version number of the archive file (with .iar extension) that contains the integration to import.
You could enter the name of the same file that was created in the export. Or, if you specified the identifier, such as COUNTRYINFO, and used a parameter, such as $version, for the version to generate the COUNTRYINFO_${version}.iar output filename in the export operation, you'd enter the identifier and ${version} for the version here, as in COUNTRYINFO_${version}.iar. You could also copy and use the generated archive name from the import operation.

13. (Optional) The Include asseter recordings (if any) checkbox is selected by default. Leave it selected to import any recordings that were written to the exported Integration archive. To ignore the exported recordings, deselect the checkbox.

14. (Optional) Check the Activate integration checkbox to activate the imported integration in the Oracle Integration service instance.

   If you select Activate integration, you can optionally contribute integration mappings to Oracle Recommends, enable asseter recording, and enable tracing. If Enable tracing is selected, you also select the include payload option.

15. Click Save.

Configure a Job to Delete an Integration

You might want to configure a build job to delete Integration artifacts from an Oracle Integration instance, especially when an existing artifact could cause a conflict.

To configure a build job that deletes Integration artifacts from an Oracle Integration instance:

1. In the left navigator, click Builds.
2. In the Jobs tab, click + Create Job.
3. In the New Job dialog box, in Name, enter a unique name.
4. In Description, enter the job's description.
5. In Template, select the System Default OL7 for Visual Builder template.
6. Click Create.

   The job configuration page is displayed.
7. Click the Steps tab.
8. From Add Step, select Oracle Integration, and then select Delete Integration.
9. In Delete from instance, select the environment that points to the Oracle Integration instance from which you want the Integration artifact(s) removed.
10. In Username and Password, provide credentials for a user with the Oracle Integration role to perform Oracle Integration operations.
11. In Identifier, provide the identifier for the integration as defined in the Oracle Integration service instance.

   You can also click Search and open the Search Integrations window. In it you can specify the credentials (username/password) and get a list of integrations in your instance, or narrow your search by entering a prefix in the Search field. For example, if you enter "Hello", a list of Integrations that contain "Hello" will be displayed.

   If you selected an integration by using the Search Integrations dialog, the Version and Identifier information will be filled in automatically.

12. In Version, provide the version for the integration as defined in the Oracle Integration service instance.
Configure a Job to Export an Oracle Integration Package

You can create and execute a job that exports an Oracle Integration package (PAR file) of integrations from a source Oracle Integration instance and stores it in a VB Studio repository. Optionally, you can set up the job so the export operation adds artifacts with asserter recordings to the artifact.

To configure a build job that exports an Oracle Integration package from an Oracle Integration instance:

1. In the left navigator, click **Builds**.
2. In the **Jobs** tab, click **+ Create Job**.
3. In the New Job dialog box, in **Name**, enter a unique name.
4. In **Description**, enter the job's description.
5. In **Template**, select the **System Default OL7 for Visual Builder** template.
6. Click **Create**.

The job configuration page is displayed.

7. Optionally, click the **Parameters** tab and define any parameters, like `$Username` (using a string parameter) and `$Password` (using a password parameter), for example, that you'll use in this build step.

8. Click the **Steps** tab.

9. From **Add Step**, select **Oracle Integration**, and then select **Export Package**.

10. In **Export from instance**, select the Oracle Integration instance from which you'll be performing the export operation.

11. In **Username** and **Password**, provide credentials for a user who has permissions to perform Oracle Integration operations.

   If you defined parameters for these fields, enter the parameter names here, such as `$Username` and `$Password`. You'll be prompted to supply their values when the build runs.

12. In **Package Name**, provide the name for the package as defined in the Oracle Integration service instance.

   You can also click **Search** and open the **Search Integrations** window. In it you can specify the credentials (username/password) and get a list of packages in your instance, or narrow your search by entering a prefix in the Search field. For example, if you enter "COUNTRYINFO", a list of packages that contain "COUNTRYINFO" will be displayed.

13. (Optional) Select the **Include asserter recordings in exported file** checkbox if you want to include integrations with asserter recordings in the package.

14. Click **Copy** to copy the PAR file name, You'll use it in other steps.

15. Select the **After Build** tab and add **Artifact Archiver** as an **After Build Action**.

16. In **Files to archive**, paste the PAR file in the **Export Package** build step’s **Archive filename**.

17. Click **Save**.
Configure a Job to Import an Oracle Integration Package

You can create and execute a job that references a previously exported Integration package (PAR file) and import it to another Oracle Integration instance. Optionally, you can set up the job to include integrations with asserter recordings, if any were written to the exported package.

To configure a build job that imports a previously exported package from an Oracle Integration instance:

1. In the left navigator, click **Builds**.
2. In the **Jobs** tab, click **+ Create Job**.
3. In the New Job dialog box, in **Name**, enter a unique name.
4. In **Description**, enter the job's description.
5. In **Template**, select the **System Default OL7 for Visual Builder** template.
6. Click **Create**.
   The job configuration page is displayed.
7. From the **Before Build** tab select **Before Build Action** and then select **Copy Artifacts**.
   a. In **From job**, enter the previous Package Export job you want to import.
   b. In **Which build**, select **Last successful build**.
8. Click the **Steps** tab.
9. From **Add Step**, select **Oracle Integration**, and then select **Import Package**.
10. In **Import to instance**, select the environment that points to the Oracle Integration instance to which the package will be imported.
11. In **Username** and **Password**, provide credentials for a user who has permissions to perform Oracle Integration operations.
12. In **Import archive filename**, enter the name of the file (with .par extension) that contains the package of integrations to import.
   You could enter the name of the archive file that was created in the export package job or the name of a previously exported archive.
13. (Optional) Include asserter recordings, if any were written to the exported package.
14. Click **Save**.

Configure a Job to Delete an Oracle Integration Package

You might want to configure a build job to delete an Oracle Integration package from an Oracle Integration instance. This action will delete the package and all integrations included in that package.

To configure a build job that deletes an Oracle Integration package (or packages) from an Oracle Integration instance:

1. In the left navigator, click **Builds**.
2. In the **Jobs** tab, click **+ Create Job**.
3. In the New Job dialog box, in **Name**, enter a unique name.
4. In **Description**, enter the job’s description.

5. In **Template**, select the **System Default OL7 for Visual Builder** template.

6. Click **Create**.

   The job configuration page is displayed.

7. Click the **Steps** tab.

8. From **Add Step**, select **Oracle Integration**, and then select **Delete Package**.

9. In **Delete from instance**, select the environment that points to the Oracle Integration instance from which you want the package removed.

10. In **Username** and **Password**, provide credentials for a user with the Oracle Integration role to perform Oracle Integration operations.

11. In **Package Name**, enter the name for the package as defined in the Oracle Integration service instance. If you copied the PAR file name in the Export Package build step, you can paste that name here, but you’ll need to remove the .par file extension.

   You can also click **Search** and open the **Search Packages** window. In it you can specify the credentials (username/password) and get a list of packages in your instance, or narrow your search by entering a prefix in the Search field. For example, if you enter “Hello”, a list of Integrations that contain “Hello” will be displayed.

   If you selected a package by using the **Search Packages** dialog, the **Package Name** will be filled in automatically.

12. Optionally, in **Deactivation**, select the **Automatically deactivate integrations in the package** checkbox.

   You won’t be able to delete the package if any integrations in it are active.

13. Click **Save**.

### Run Unix Shell Commands

You can configure a job to run a Unix shell script or execute commands when a build runs:

1. Open the job’s configuration page.

2. Click **Configure**.

3. Click the **Steps** tab.

4. From **Add Step**, select **Common Build Tools**, then select **Unix Shell**.

5. In **Script**, enter the shell script or commands.

   The script runs, using the workspace as the current directory. If the shell script doesn’t specify a header line, such as `#!/bin/sh`, the system shell will be used. You can also use the header line to write a script in another language, such as Perl (`#!/bin/perl`), or control the options that shell uses.

   You can also use Kubernetes, PSMcli, Docker, Terraform, Packer, and OCICli commands in the shell script. Make sure that you have the required software in the job’s build executor template before you run a build.
6. To show the values of the variables and hide the input-output redirection in the build log, select the **(-x) Expand variables in commands, don't show I/O redirection** option.

   To show the command as-it-is in the build log, select the **(-v) Show commands exactly as written** option.

7. Click **Save**.
Tip:

- By default, when a build runs, it invokes the shell with the `-ex` option. It prints all commands before they run. The build will fail if any command exits with a non-zero exit code. To change this behavior, add the `#!/bin/...` line in the shell script.

- If you have a long script, create a script file, add it to the Git repository, and then run it using a command, such as `bash -ex /myfolder/myscript.sh`.

- To run Python 3, create an isolated environment using venv. See https://docs.python.org/3/library/venv.html.

  For example, to create a virtual environment, add these commands as a Unix Shell build step:

  ```bash
  pip3 list
  cd $WORKSPACE
  python3 -m venv mytest
  cd mytest/bin
  ./pip3 list
  ./pip3 install --upgrade pip requests setuptools selenium
  ./pip3 list
  ./python3 -c 'import requests; r=requests.get('https://www.google.com'); print(r.status_code)'
  ./pip3 uninstall -y requests
  ./pip3 list
  ```

- To provide Python 3 capabilities to build jobs, use the Python 3 bundles that are included with the build executor template by default. If you need specific capabilities that aren't available by default, you'll need to add the Python 3 version that has those capabilities to the build executor template.

- If both Python 2 and Python 3 are available in the job's build executor template, to call Python, use these commands:

<table>
<thead>
<tr>
<th>Command</th>
<th>Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>python</td>
<td>The <code>python</code> command refers to the OS-specific Python version that comes pre-installed with the software bundle:</td>
</tr>
<tr>
<td></td>
<td>− Python 2 (OL7)</td>
</tr>
<tr>
<td></td>
<td>− Python 3 (OL8)</td>
</tr>
<tr>
<td>python2</td>
<td>Python 2</td>
</tr>
<tr>
<td>python3</td>
<td>The <code>python3</code> command refers to the Python 3 version installed with the software bundle.</td>
</tr>
<tr>
<td>pip</td>
<td><code>pip</code> of Python 3</td>
</tr>
<tr>
<td>pip3</td>
<td><code>pip</code> of Python 3</td>
</tr>
</tbody>
</table>

- To clone an external Git repository using a shell command, use the internal URL of the external Git repository. To copy the URL, open the Git page and, from the Repositories drop-down list, select the external Git repository. From the Clone menu, click Copy to clipboard of the Clone with HTTPS from internal address URL.
Use Docker-In-Docker with Shell Scripts

In VB Studio, Docker-in-Docker functionality is implemented using a methodology known as "sibling" containers, which means that a build creates images and containers in the deployment VM's Docker environment. Since multiple Docker executors share the same deployment VM, the images and containers will be shared among builds.

**Note:**

If your organization's builds use Docker executors and if those builds create Docker images and Docker containers, they'll be managed by the Docker environment in the deployment VM. This allows builds to interact with images and containers from other builds. If your project contains sensitive data and requires its build to run isolated in a VM, you should set up the build using VM executors instead.

Using a simple command, such as `docker rm $(docker container -q)`, in a shell script in a build could have the unintended consequence of killing containers that were created by other builds. To prevent this from happening, follow these recommendations to create and remove Docker images and containers:

- When you create a Docker image, use a unique name, by appending $TASKID to the image name. This distinguishes the image created by the build from a shared image.
- When you create a Docker container, use a unique name, by adding $TASKID to the container label. This distinguishes the container created by the build from a shared container.
- Containers that are created must be scoped to the build. They must be stopped and removed when the build completes.
- Images that are created in a build may be used across many builds, to avoid recreating the image during every build. However, take care to not consume all of the disk space in the deployment VM.
- *Don't* issue a Docker command, such as `docker rmi $(docker image -q)`, that deletes all Docker images. Instead, use a command, like `docker rmi <my_image>`, that only deletes specific images that were created by the build.
• *Don’t issue Docker commands like* `docker stop $(docker ps -q)` *and* `docker rm $(docker ps -q)` *that stop and delete all Docker containers. Instead, use commands like* `docker stop <my_container>` *and* `docker rm <my_container>` *that stop and remove specific containers that were created by the build.*

Here’s an example that uses container `some_name_$TASKID`, with ""$_$TASKID"" appended to the name. By using $TASKID with the job name, you can be sure that the container name is specific to your job and won’t affect any other job:

```
DOCKER_IMAGE=some_image

# Pull and run the container
docker pull ${DOCKER_IMAGE}
CONTAINER_ID=$(docker run --network=host --name some_name_$TASKID -it -d ${DOCKER_IMAGE})

# Use your container

# Stop and remove the container
docker stop ${CONTAINER_ID}
docker rm ${CONTAINER_ID}
```

**Build Maven Applications**

Using Apache Maven, you can automate your build process and download dependencies, as defined in the POM file:

1. Upload the Maven POM files to the project Git repository.
2. Open the job’s configuration page.
3. In the Git tab, add the Git repository where you uploaded the build files.
4. Click the Steps tab.
5. From Add Step, select Maven.
6. In Goals, enter Maven goals, or phases, along with their options. By default, clean and install goals are added. For more information about Maven goals, see the Maven Lifecycle Reference documentation at [http://maven.apache.org](http://maven.apache.org).
7. In POM file, enter the Maven POM file name and path, relative to the workspace root. The default value is `pom.xml` at the Git repository root.
8. If necessary, specify the Advanced Maven Settings:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Use a private repository for builds</td>
<td>Select the Use Private Repository check box. You may want to use it to make sure that other Maven build artifacts don’t interfere with the artifacts of this job’s builds. When a build runs, it creates a Maven repository .maven/repo directory in the build executor workspace. Remember selecting this option consumes more storage space of the workspace.</td>
</tr>
<tr>
<td>Action</td>
<td>How To</td>
</tr>
<tr>
<td>-----------------------------------------------------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Use a private temporary directory for builds.</td>
<td>Select the <strong>Use Private Temp Directory</strong> check box. You may want to use it to create a temporary directory for artifacts or temporary files. When a build runs, it creates a <code>.maven/tmp</code> directory in the workspace. The temporary files may consume large amount of storage, so, remember to clean up the directory regularly.</td>
</tr>
<tr>
<td>Work offline and don’t access remote Maven repositories</td>
<td>Select the <strong>Offline</strong> check box.</td>
</tr>
<tr>
<td>Activate Maven profiles</td>
<td>In <strong>Profiles</strong>, enter a list of profiles, separated by commas. For more information about Maven profiles, see the Maven documentation at <a href="http://maven.apache.org">http://maven.apache.org</a>.</td>
</tr>
<tr>
<td>Set custom properties</td>
<td>In <strong>Properties</strong>, enter custom system properties in the <code>key=value</code> format. Specify each property on its own line.</td>
</tr>
</tbody>
</table>

**Tip:**

Don't surround properties that have multi-word values, like `key2=say hello`, with single or double quotes. Multi-word property assignments will be automatically wrapped with double quotes. Also, notice that arguments, which are generated for the `mvn` command, have an extra space in them between `-D` and the argument, like this:

```
mvn ... -D key1=value1 -D "key2=say hello" ...
```

When a build runs, the properties are passed to the build executor in the standard way (for example, `-Dkey1=value1 -Dkey2=value2`) without the extra spaces.

<table>
<thead>
<tr>
<th>Include build parameters in the Properties list</th>
<th>Leave checked (default setting) to include all build parameters in the Properties list. Deselect to stop automatically adding the parameters to the list.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set the Maven verbosity level</td>
<td>From <strong>Verbosity</strong>, select the level. You may want to use it to set the verbosity of the Maven log output to the build log.</td>
</tr>
<tr>
<td>Set the checksum mode</td>
<td>From <strong>Checksum</strong>, select the mode. You may want to use it to set the check-sum validation strictness when the build downloads artifacts from the remote Maven repositories.</td>
</tr>
<tr>
<td>Set handling of the SNAPSHOT artifacts</td>
<td>From <strong>Snapshot</strong>, select the mode.</td>
</tr>
<tr>
<td>Include other Maven projects to the reactor</td>
<td>In <strong>Projects</strong>, enter the comma or space separated list of Maven project jobs to include in the reactor. The reactor is a mechanism in Maven that handles multi-module projects. A project job can be specified by <code>[groupId]:artifactId</code> or by its relative path.</td>
</tr>
<tr>
<td>Action</td>
<td>How To</td>
</tr>
<tr>
<td>-------------------------------------------------</td>
<td>------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Resume a Maven project from the reactor</td>
<td>In <strong>Resume From</strong>, enter the Maven job project name from where you would like to resume the reactor. The Maven job project can be specified by [groupId]:artifactId or by its relative path.</td>
</tr>
<tr>
<td>Set the failure handling mode</td>
<td>From <strong>Fail Mode</strong>, select the mode. You may want to use it to set how the Maven build proceeds in case of a failure.</td>
</tr>
<tr>
<td>Set the Make-like reactor mode</td>
<td>From <strong>Make Mode</strong>, select the mode. You may want to use it enable Make-like build behavior.</td>
</tr>
<tr>
<td>Configure the reactor threading model</td>
<td>In <strong>Threading</strong>, enter the value for experimental support for parallel builds. For example, a value of 3 indicates three threads for the build.</td>
</tr>
<tr>
<td>Pass parameters to Java VM</td>
<td>In <strong>JVM Options</strong>, enter the parameters. The build passes the parameters as MAVEN_OPTS.</td>
</tr>
</tbody>
</table>

9. Click **Save**.

### Use the WebLogic Maven Plugin

The WebLogic server includes a Maven plugin that you can use to perform various deployment operations against the server, such as deploy, redeploy, and update. The plugin is available in the VB Studio build executor. For more information about how to use the WebLogic Maven plugin, see *Fusion Middleware Deploying Applications to Oracle WebLogic Server* in Oracle Fusion Middleware Online Documentation Library.

When a build runs, the build executor creates an empty Maven repository in the workspace. To install the WebLogic plugin every time a build starts, in the job configuration, add a shell command to install the plugin and then deploy it:

1. Open the job’s configuration page.
2. Click **Configure**.
3. Click the **Steps** tab.
4. From **Add Step**, select **Unix Shell**.
5. In **Script**, enter this command:
   ```bash
   mvn com.oracle.weblogic:weblogic-maven-plugin:deploy
   ```
6. Click **Save**.

### Upload to or Download Artifacts from the Project Maven Repository

To upload artifacts to the Maven repository, you’ll use the distributionManagement snippet in the POM file. To download artifacts from the Maven repository, use the repositories snippet in the POM file:

1. To upload a build artifact to the Maven repository, copy the distributionManagement snippet of the project’s Maven repository and add it to the POM file:
   a. In the left navigator, click **Maven**.
   b. On the right side of the page, click **Browse**.
c. In the Artifact Details section, expand Distribution Management.

d. In the Maven tab, click Copy ‌ to copy the <distributionManagement> code snippet to the clipboard.

e. Open the POM file of your project in a code editor (or a text editor) and paste the contents of the clipboard under the <project> element:

```
<repositories>
  <repository>
    <id>Demo_repo</id>
    <name>Demo Maven Repository</name>
  </repository>
</repositories>
```

2. To download an artifact from the Maven repository, use the repositories snippet of the project’s Maven repository:

a. In the left navigator, click Maven m.

b. On the right side of the page, click Browse.

c. In the Artifact Details section, expand Distribution Management.

d. In the Maven tab, copy the <repository> element of the Distribution Management to the clipboard.

e. Open the POM file of your project in a code editor (or a text editor) and paste the <repository> element in the <repositories> element under <project>:

```
<project xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/maven-v4_0_0.xsd">
  <modelVersion>4.0.0</modelVersion>
  <groupId>com.example.employees</groupId>
  <artifactId>employees-app</artifactId>
  <packaging>war</packaging>
  <version>0.0.1-SNAPSHOT</version>
  <name>employees-app Maven Webapp</name>
  <url>http://maven.apache.org/url>

  <repositories>
    <repository>
      <id>Demo_repo</id>
      <name>Demo Maven Repository</name>
    </repository>
  </repositories>
```

3. Save the file, commit it to the Git repository, and then push the commit.

4. Configure the job to add a Maven step and add the required Maven goals:

![Job Configuration](image)

**Tip:**
Use the **deploy** goal to upload Maven artifacts to the project's Maven repository.

5. If you want to view build information for an artifact uploaded to the Maven repository with a build job or pipeline, make sure that the build executor template you select from the Software catalog in the **Software** tab includes the latest Maven and Gradle versions.

6. Run a build of the job.

**Note:**
You don't have to provide the credentials in `settings.xml` to access the project's Maven repository when you run a build. Build jobs have full access to the project's Maven repository for uploads and downloads.

7. If you configured the job to upload artifacts to the project's Maven repository, after the build is successful, verify the artifacts in the Maven page:
8. If you selected a build executor template that includes Maven and Gradle from the Software catalog in the Software tab, you can view build information for the artifact:

**Build Ant Applications**

You can use Apache Ant to automate your build processes, as described in its build files:

1. Upload the Ant build files (such as build.xml and build.properties) to the project Git repository.
2. Open the job's configuration page.
3. Click Configure 🏷.
4. In the **Git** tab, add the Git repository where you uploaded the build files.

5. Click the **Steps** tab.

6. From **Add Step**, select **Ant**.

7. In **Targets**, specify the Ant targets or leave it empty to run the default Ant target specified in the build file.

8. In **Build File**, specify the path of the build file.

9. If necessary, in **Properties**, specify the values for properties used in the Ant build file:

   ```
   # comment
   name1=value1
   name2=${VAR2}
   ```

   When a build runs, these values will be passed to Ant as `-Dname1=value1 -Dname2=value2`. You should always use `${VAR}` for parameter references instead of using `%VAR%`. Use a double backslash (`\`) to escape a backslash (`\`). Avoid using double-quotes (```). To define an empty property, use `varname=` in the script.

10. If your build requires a custom **ANT_OPTS**, specify it in **Java Options**. You may use it to specify Java memory limits (example: `-Xmx512m`). Don't specify other Ant options here (such as `-lib`), but specify them in **Targets**.

11. Click **Save**.

   For more information, see [https://ant.apache.org/](https://ant.apache.org/).

**Build Gradle Applications**

Using Gradle, you can automate your build processes as defined in its build script. For more information about Gradle, see [https://gradle.org/](https://gradle.org/).

In VB Studio, Gradle 5 is available. To use another version of Gradle, use Gradle Wrapper in the Gradle build step. Gradle recommends using Gradle Wrapper as the preferred way to run a Gradle build. To learn more about using Gradle Wrapper, see [https://docs.gradle.org/current/userguide/gradle_wrapper.html](https://docs.gradle.org/current/userguide/gradle_wrapper.html).

**Set Up a VM Build Executor and a Build Executor Template with Gradle**

Before you can create a build step that uses Gradle commands, your organization administrator must create a build executor template that includes the Gradle software and add a VM build executor that uses that build executor template. The build executor template can be created from scratch or software can be added to an existing build executor template.

**Note:**

To find your organization administrator, click **Contacts** under your user profile. Your administrator, or a list of administrators, will display.

See Create and Manage Build Executor Templates in *Administering Visual Builder Studio*. **
After the organization administrator adds a VM build executor to the build executor template, you can create and configure a job to use that build executor template and add Gradle commands.

Configure a Job to Run Gradle Commands

Here’s how you create and configure a job that runs Gradle commands:

1. Upload the `build.gradle` file to a project’s Git repository.
2. Open the job’s configuration page.
   
   If you’re creating a job, in Template in the New Job dialog box, select the Gradle build executor template. Jump to step 5.
3. Click Settings.
4. In the Software tab, select the Gradle build executor template.
5. Click Configure.
6. In the Git tab, add the Git repository where you uploaded the build file.
7. Click the Steps tab.
8. From Add Step, select Gradle.
9. To call the Gradle installation available on the build executor, select Use ‘gradle’ executable. To use Gradle wrapper, select Use ‘gradlew’ wrapper.

   If you selected Use ‘gradlew’ wrapper, deselect the Create ‘gradlew’ wrapper check box if you don’t want to create a new Gradle wrapper when a build runs. If the check box isn’t selected, make sure that the gradlew executable is in the $WORKSPACE directory. If the gradlew executable is in the root build script directory, select the In root build script directory check box.

   To use another version of Gradle, specify the version in Gradle version.

   **Tip:**
   
   To change the Gradle version when a build runs, add a build parameter and use it here. When a build runs, user can change the default version of Gradle and specify another version.

10. In Tasks, enter Gradle tasks.
11. In Build File, enter the name and path of the Gradle `build.gradle` file. This path must be relative to the root build script directory, if specified, else relative to the $WORKSPACE directory.
12. In Root build script directory, enter the directory path that contains the top-level `build.gradle` file and serves as the project root. The path must be relative to the $WORKSPACE directory.

   If left empty, the path defaults to `build.gradle` in the root directory.
13. In Switches, enter Gradle switches.
14. If you’re using a build executor that is shared by other jobs or users, select the Force GRADLE_USER_HOME to use workspace check box to set GRADLE_USER_HOME to the workspace.
By default, \texttt{GRADLE\_USER\_HOME} is set to \texttt{$HOME/.gradle}, so with this option you can avoid encountering unwanted changes in the default shared directory.

15. Click \textit{Save}.

Build Node.js Applications

Using Node.js, you can develop applications that run JavaScript on a server. For more information, see \url{https://nodejs.org}.

Set Up a VM Build Executor and a Build Executor Template with Node.js

Before you can create a build step that uses Node.js, your organization administrator must create a build executor template that includes the Node.js software and add a VM build executor that uses that build executor template. The build executor template can be created from scratch or software can be added to an existing build executor template.

\textbf{Note:}

To find your organization administrator, click \textit{Contacts} under your user profile. Your administrator, or a list of administrators, will display.

See Create and Manage Build Executor Templates in \textit{Administering Visual Builder Studio}.

After the organization administrator adds a VM build executor to the build executor template, you can create and configure a job to use that build executor template and add a Node.js script.

Configure a Job to Build a Node.js Application

Here's how you create and configure a job that builds a Node.js application:

1. If you have a Node.js script, upload it to the project Git repository.
2. Open the job's configuration page.
   - If you're creating a job, in \textit{Template} in the New Job dialog box, select the Node.js build executor template. Jump to step 5.
3. Click \textit{Settings}.
4. In the \textit{Software} tab, select the Node.js build executor template.
5. Click \textit{Configure}.
6. In the \textit{Git} tab, add the Git repository where you uploaded the script file.
7. Click the \textit{Steps} tab.
8. From \textit{Add Step}, select \textit{Node.js}.
9. To specify the script file, in \textit{Source}, select \textit{NodeJS File}. In \textit{NodeJS File Path}, specify the file path in the Git repository.
   - To specify the script, in \textit{Source}, select \textit{Script}. In \textit{NodeJS Script}, enter the script.
10. To speed up build execution time, you can use a Unix Shell step to install NPM packages globally on your VM build executor(s), by running NPM commands with the `--global` option.

Modules such as Gulp, Grunt, Bower, and Oracle DB Node package come preinstalled on a Compute VM. Not all modules are available across all versions of Node and these packages get out of date and are superseded by newer versions rather quickly. By using the `--global` option, you can install the NPM packages you need on a VM build executor and doing so will also make those packages available to subsequent builds that run on the same VM build executor. This results in a significant time saving over installing the same packages locally, which requires them to be reinstalled in every subsequent build.

For more information, see Global vs. Local Installation.

11. Click **Save**.

Access an Oracle Database Using SQLcl

Using SQLcl, you can run SQL statements from a build to connect and access an Oracle Database. You can use SQLcl to access any publicly available Oracle Database that you can connect to using a JDBC connect string. You can run DML, DDL, and SQL Plus statements. You can also use SQLcl in a test scenario and run SQL scripts to initialize seed data or validate database changes.

To learn more about SQLcl, see [http://www.oracle.com/technetwork/developer-tools/sqlcl/overview/index.html](http://www.oracle.com/technetwork/developer-tools/sqlcl/overview/index.html). Also see Using the help command in SQLcl in Using Oracle Database Exadata Express Cloud Service and the SQL Developer Command-Line Quick Reference documentation to know more about using SQLcl supported commands.

To connect to Oracle Database Exadata Express Cloud Service, download the ZIP file that contains its credentials and upload it to the job’s Git repository. You can download the ZIP file from the Oracle Database Cloud Service service console. See Downloading Client Credentials in Using Oracle Database Exadata Express Cloud Service.

Set Up a VM Build Executor and a Build Executor Template with SQLcl

Before you can create a build step that uses SQLcl commands, your organization administrator must create a build executor template that includes the SQLcl software and add a VM build executor that uses that build executor template. The build executor template can be created from scratch or software can be added to an existing build executor template.

**Note:**

To find your organization administrator, click **Contacts** under your user profile. Your administrator, or a list of administrators, will display.

See Create and Manage Build Executor Templates in Administering Visual Builder Studio.

After the organization administrator adds a VM build executor to the build executor template, you can create and configure a job to use that build executor template and add SQLcl commands.
Configure a Job to Run SQLcl Commands

Before you configure the job, you need to be aware of the following information:

- VB Studio doesn’t support SQL commands to edit buffer (such as `set sqlformat csv`) or edit console.
- VB Studio doesn’t support build parameters in the SQL file.
- If you are using Oracle REST Data Services (ORDS), some SQLcl commands, such as the BRIDGE command, requires a JDBC URL:
  ```
  BRIDGE table1 as "jdbc:oracle:thin:DEMO/demo@http://examplehost.com/ords/demo"(select * from DUAL);
  ```
- To mark a build as failed if the SQL commands fail, add the `WHENEVER SQLERROR EXIT 1` line to your script.

Here’s how you create and configure a job that runs SQLcl commands:

1. Open the job’s configuration page.
   
   If you’re creating a job, in **Template** in the New Job dialog box, select the SQLcl build executor template. Jump to step 5.

2. Click **Settings**.

3. In the **Software** tab, select the SQLcl build executor template.

4. From the **Java** drop-down list, select the version.

5. Click **Configure**.

6. In the **Git** tab, add the Git repository where you uploaded the script file.

7. Click the **Steps** tab.

8. From **Add Step**, select **SQLcl**.

9. In **Username** and **Password**, enter the user name and password of the Oracle Database account.
   
   You can also use build parameters in **Username** and **Password**.

10. To connect to Oracle Database Exadata Express Cloud Service, in **Credentials File**, enter the workspace path of the uploaded credentials zip file.

11. In **Connect String**, enter the JDBC or HTTP connection string of the Oracle Database account using any of the `host_name:port:SID` or `host_name:port/service_name` formats.

   Here’s a JDBC example:
   ```
   test_server.oracle.com:1521:adt1100
   ```
   
   In this example, `adt1100` is the SID, and `ora11g` is the service name in `test_server.oracle.com:1521/ora11g`.

   Here’s an HTTP example:
   ```
   http://test_server.oracle.com:8085/ords/demo
   ```
   
   You can also use build parameters in **Connect String**.
12. If the SQL statements are available in a file uploaded to the project Git repository, in **Source**, select **SQL File**. In **SQL File Path**, enter the Git repository path of the SQL file. You can copy the file’s path from the **Git** page.

To enter SQL statements, in **Source**, select **Inline SQL**. In **SQL Statements**, enter the SQL statements. You can also use build parameters in **SQL Statements**.

13. In **Role**, if necessary, select the database role of the user.

14. In **Restriction Level**, if necessary, specify the restriction level on the type of SQL statements that are allowed to run.

15. Click **Save**.

### Run Oracle PaaS Service Manager Commands Using PSMcli

Using Oracle PaaS Service Manager command line interface (PSMcli) commands, you can create and manage the lifecycle of various services in Oracle Public Cloud. You can create service instances, start or stop instances, or remove instances when a build runs.

For more information about PSMcli and its commands, see About the PaaS Service Manager Command Line Interface in *PaaS Service Manager Command Line Interface Reference*.

### Set Up a VM Build Executor and a Build Executor Template with PSMcli

Before you can create a build step that uses PSMcli commands, your organization administrator must create a build executor template that includes the PSMcli software and add a VM build executor that uses that build executor template. The build executor template can be created from scratch or software can be added to an existing build executor template.

**Note:**

To find your organization administrator, click **Contacts** under your user profile. Your administrator, or a list of administrators, will display.

See Create and Manage Build Executor Templates in *Administering Visual Builder Studio*.

After the organization administrator adds a VM build executor to the build executor template, you can create and configure a job to use that build executor template and add PSMcli commands.

### Configure a Job to Run PSMcli Commands

Here’s how you create and configure a job that runs PSMcli commands:

1. Open the job’s configuration page.
   
   If you're creating a job, in **Template** in the **New Job** dialog, select the PSMcli build executor template. Jump to step 5.

2. Click **Settings**.

3. In the **Software** tab, select the PSMcli build executor template.

4. Click **Configure**.

5. In the **Git** tab, add the Git repository where you uploaded the script file.
6. Click the **Steps** tab.
7. From **Add Step**, select **PSMcli**.
8. In **Username** and **Password**, enter the user name and password of the Oracle Cloud account.
9. In **Identity Domain**, enter the identity domain.
10. In **Region**, select your identity domain's region.
11. In **Output Format**, select the preferred output format: **JSON** (default) or **HTML**.
12. Scroll up and from **Steps**, select **Unix Shell**.
13. In **Script**, enter the PSM commands on separate lines.
14. Click **Save**.

You can add multiple shell steps to run different group of commands. Don't add the PSMcli build step again.

### Use OCICli to Access Oracle Cloud Infrastructure Services

You can use Oracle Cloud Infrastructure command line interface (OCICli) commands to create and manage Oracle Cloud Infrastructure objects and services when a build runs.

For more information about OCICli and its commands, see the Oracle Cloud Infrastructure Command Line Interface documentation.

To configure the job, you'll need this information:

- The User OCID
- A private key that has been set with no passphrase

**Note:**

You shouldn't use a passphrase for OCI public/private keys in an OCICli build step. If you do, when the build job encounters the key you'll be prompted for the passphrase, but, since you can't interact with the job's shell to supply it, the build will fail and an error will be reported in the build job's log. To avoid this problem, you'll need to generate a public-private key pair **without a passphrase** and upload the public key to your user preferences.

See [Upload Your Public SSH Key](#) for information about generating an SSH key and uploading the public SSH key to your VB Studio account.

- The fingerprint of a user who can create and access the resources
- The tenancy name

Contact the OCI administrator and get the required OCI input values. Get OCI input Values explains where these values can be found.

### Set Up a VM Build Executor and a Build Executor Template with OCICli

Before you can create a build step that uses OCICli commands, your organization administrator must create a build executor template that includes the OCICli software
and add a VM build executor that uses that build executor template. The build executor template can be created from scratch or software can be added to an existing build executor template.

**Note:**

To find your organization administrator, click **Contacts** under your user profile. Your administrator, or a list of administrators, will display.

See Create and Manage Build Executor Templates in *Administering Visual Builder Studio*.

After the organization administrator adds a VM build executor to the build executor template, you can create and configure a job to use that build executor template and add OCIcli commands.

**Configure a Job to Run OCIcli Commands**

Here's how you create and configure a job that runs OCIcli commands:

1. Open the job's configuration page.
   - If you're creating a job, select **Template** in the **New Job** dialog and then select the OCIcli build executor template. After creating the job, proceed to step 4.

2. Click **Settings**.

3. In the **Software** tab, select the OCIcli build executor template.

4. Click **Configure**.

5. Click the **Steps** tab.

6. From **Add Step**, select **OCIcli**.

7. In **User OCID**, enter the OCID of the user who can access or create OCI resources.

8. In **Fingerprint**, enter the public key fingerprint of the user.

9. In **Tenancy**, enter the tenancy OCID.

10. In **Private Key**, enter the private key of the user.

   Use a private key that was set with **no passphrase**. If you don't have one, generate a public-private key pair **without a passphrase** and upload the public key to your user preferences. See **Upload Your Public SSH Key** for information about generating an SSH key and uploading the public SSH key to your VB Studio account.

11. In **Region**, select the Oracle Cloud Infrastructure tenancy's region.

12. Scroll up and from **Add Step**, select **Unix Shell**.

13. In **Script**, enter the OCIcli commands on separate lines.

14. Click **Save**.

Add multiple **Unix Shell** steps to run additional sets of commands. Don't add another **OCIcli** build step.
Run Docker Commands

You can configure a job to run Docker commands on a Docker container when a build runs.

You should use the Docker container for short tests and builds. Don't run a Docker container for long tests or builds, or the builds might not finish. For example, if you use a Docker image that's listening on a certain port and behaves like a web server, most likely the build won't exit.

For more information about Docker commands, see https://docs.docker.com/.

**Tip:**

If you face a network issue when you run Docker commands, try adding the HTTP_PROXY and HTTPS_PROXY environment variables in the Docker file.

Set Up a VM Build Executor and a Build Executor Template with Docker

Before you can create a build step that uses Docker commands, your organization administrator must create a build executor template that includes the Docker software and add a VM build executor that uses that build executor template. The build executor template can be created from scratch or software can be added to an existing build executor template.

**Note:**

To find your organization administrator, click Contacts under your user profile. Your administrator, or a list of administrators, will display.

See Create and Manage Build Executor Templates in Administering Visual Builder Studio.

After the organization administrator adds a VM build executor to the build executor template, you can create and configure a job to use that build executor template and add Docker commands.

Configure a Job to Run Docker Commands

Here's how you create and configure a job that runs Docker commands:

1. Open the job's configuration page.
   If you're creating a job, in Template in the New Job dialog box, select the Docker build executor template. Proceed to step 4.

2. Click Settings.

3. In the Software tab, select the Docker build executor template.

4. Click Configure.

5. Click the Steps tab.
6. From **Add Step**, select **Docker**, and then select the Docker command:

<table>
<thead>
<tr>
<th>Use this command</th>
<th>To</th>
</tr>
</thead>
</table>
| **login**       | Log in to the Docker registry.  
In **Registry Host**, select a pre-linked Docker registry, or enter the Docker registry's host name where the images are stored. Leave it empty to use Docker Hub.  
In **Username** and **Password**, enter the credentials of the user who can access the Docker registry. |
| **build**       | Build Docker images from a Dockerfile.  
Specify the registry host name, the Docker image name, its version tag, any Docker options, and the name and source of the Dockerfile. You can upload the Dockerfile in the Git repository and provide its path, add the Dockerfile code manually, or provide its URL if it's available on an external source.  
To specify an external source, include the protocol. For example, include `http` in the URL if you're referencing a remote TAR file, such as `http://55.55.55.555/me/mydocker.tar.gz`. If you're referencing a remote repository, ignore the protocol, as in `git://github.com/me/my.git#mybranch:myfolder`, for example.  
To learn more about Docker build command options, see [https://docs.docker.com/engine/reference/commandline/build/](https://docs.docker.com/engine/reference/commandline/build/). |
| **tag**         | Create a target image tag that refers to the source image.  
Specify the registry host name, Docker image name, and its version tag name for the source and target images. |
| **push**        | Push an image to the Docker registry.  
To learn more about push options, see [https://docs.docker.com/engine/reference/commandline/push/](https://docs.docker.com/engine/reference/commandline/push/). |
| **images**      | List available images.  
To learn more about images, see [https://docs.docker.com/engine/reference/commandline/images/](https://docs.docker.com/engine/reference/commandline/images/). |
| **save**        | Save an image to a `.tar` archive file.  
In **Output File**, specify the relative path and name of the output `.tar` file in the workspace. |
| **load**        | Load an image from a `.tar` archive file.  
In **Output File**, specify the relative path and name of the output `.tar` file in the workspace. |
| **rmi**         | Remove an image. You can remove new images, a specific image, or all images.  
To remove a specific image, enter the host name of the registry where the Docker images are stored. Remember that the images are stored in the registry if they are pushed there. Until the images are pushed, the Registry Host is used to form the fully qualified name of the Docker image on the computer where the image is being created. |
| **version**     | View the version of Docker on the build executor. |

7. **Click Save**.  
The Docker `logout` command runs automatically after all Docker commands have run.
Run Fn Commands

Fn, or Fn Project, is an open-source, container-native, serverless platform for building, deploying, and scaling functions in multi-cloud environments. To run Fn commands when a build runs, you must have access to a Docker container that has a running Fn server.

For more information about Fn, see https://fnproject.io/.

Set Up a VM Build Executor and a Build Executor Template with Fn

Before you can create a build step that uses Fn commands, your organization administrator must create a build executor template that includes the Fn software and add a VM build executor that uses that build executor template. The build executor template can be created from scratch or software can be added to an existing build executor template.

Note:

To find your organization administrator, click Contacts under your user profile. Your administrator, or a list of administrators, will display.

See Create and Manage Build Executor Templates in Administering Visual Builder Studio.

After your organization administrator adds a VM build executor to the build executor template, you can create and configure a job to use that build executor template and add Fn commands.

Configure a Job to Run Fn Commands

Here's how you create and configure a job that runs Fn commands:

1. Open the job's configuration page.
   If you're creating a job, in Template in the New Job dialog, select the Fn build executor template. Proceed to step 4.

2. Click Settings.

3. In the Software tab, select the Fn build executor template.

4. Click Configure.

5. Click the Steps tab.

6. From Add Step, select Fn, and then select the command:

<table>
<thead>
<tr>
<th>Use this option</th>
<th>To ...</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fn Version</td>
<td>Log the version of the Fn CLI being used and the version of the Fn Server referenced by the current context, if available, in the build log.</td>
</tr>
</tbody>
</table>

---

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Configure and Run Project Jobs and Builds

7-60
<table>
<thead>
<tr>
<th>Use this option</th>
<th>To ...</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Fn Build</strong></td>
<td>Build a new function. Specify the relative path of the working directory to build the function, Fn build arguments, Docker registry host, and its user name. If you don’t want to use the Docker registry’s cache, deselect the <strong>Use Docker Cache</strong> check box. To display the command’s log in the build log, select the <strong>Verbose Output</strong> check box.</td>
</tr>
<tr>
<td><strong>Fn Push</strong></td>
<td>Push the image to the Docker registry. Specify the relative path of the working directory, Docker registry host, and its user name. To display the command’s log in the build log, select the <strong>Verbose Output</strong> check box.</td>
</tr>
<tr>
<td><strong>Fn Bump</strong></td>
<td>Bump the version of the <strong>func.yaml</strong> file. Specify the relative path of the working directory and the bump type (Major, Minor, or Patch). To display the command’s log in the build’s log, select the <strong>Verbose Output</strong> check box.</td>
</tr>
<tr>
<td><strong>Fn Deploy</strong></td>
<td>Deploy functions to the function server. Using the deploy command, you can bump, build, push and update a function. In <strong>Deploy to App</strong>, specify the Fn app name to deploy to. In other fields, specify the working directory, build arguments, Docker registry host, user name, API URL, and the Call URL. Select the desired check boxes, if necessary.</td>
</tr>
<tr>
<td><strong>Fn OCI</strong></td>
<td>Augments the OCI configuration provided by the OCicli builder with two additional parameters that are needed for Oracle Functions, the Oracle version of the open source Fn server. These required OCI parameters are the Oracle Compartment ID and the provider. See <a href="https://docs.oracle.com/en/cloud/cloud-network/oracle-functions/quick-get-started.html">Oracle Functions Quick Start Guides</a> for more information about these options.</td>
</tr>
</tbody>
</table>

7. Click **Save**.

**Use SonarQube**

SonarQube is open source quality management software that continuously analyzes your application. When you configure a job to use SonarQube, the build generates an analysis summary that you can view from the job or build details page.

To learn about SonarQube, see its documentation at [https://docs.sonarqube.org](https://docs.sonarqube.org).

**Create and Manage the Pre-Defined SonarQube Server Connection**

You must be the project owner to add and manage SonarQube server connections.

To create the connection, you'll need the URL of a SonarQube server that's available on the public internet. Here's how you can set up a SonarQube system for your project's users and then create and manage a pre-defined SonarQube connection that they can use:
Add a SonarQube connection

1. In the left navigator, click Project Administration.  
2. Click Build.  
3. Click the SonarQube Server tab.  
4. Click Add SonarQube Server Connection.  
5. In the Create SonarQube Server dialog box, enter a name for the server, provide the SonarQube server’s URL, and specify the credentials of a user who has access to the server.  
6. Click Create.

Edit a connection to change the user credentials or provide another server ID

1. In the left navigator, click Project Administration.  
2. Click Build.  
3. Click the SonarQube Server tab.  
4. Click the connection name and then click Edit.  
5. In the Edit SonarQube Server dialog box, update the SonarQube server’s URL and the credentials of a user who can access the server.  
6. Click Update.

Delete the connection

1. In the left navigator, click Project Administration.  
2. Click Build.  
3. Click the SonarQube Server tab.  
4. Click the connection name and then click .  
5. In the Delete SonarQube Server dialog, click Delete.

Configure a Job to Connect to SonarQube

You can configure a job to use SonarQube from the Before Build tab and then add a post-build action (on the After Build tab) to publish its reports:

1. Open the job’s configuration page.  
2. Click the Before Build tab.  
3. From Add Before Build Action, select SonarQube Settings.  
4. From Sonar Server, select the pre-configured SonarQube server.  
   The Username, Password, and SonarQube Server URL display the selected user’s details. To add a server, contact the organization administrator.  
5. To provide the SonarQube project name and the SonarQube project key, expand Advanced SonarQube Settings, and update the values. Make sure that the SonarQube project key is unique.  
   By default, the project key is set to <organization>_<projectname>._<jobname> and the project name is set to <projectname>._<jobname>.  

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6. Click the **After Build** tab.

7. From **Add After Build Action**, select **SonarQube Result Publisher**.

8. To use the SonarQube Quality Gate status as the build status, select **Apply SonarQube quality gate status as build status**.

   If the SonarQube Quality Gate status is *Passed*, the build is marked as successful. If the SonarQube Quality Gate status is *Failed*, the build is marked as failed. To learn about SonarQube Quality Gates, see https://docs.sonarqube.org/display/SONAR/Quality+Gates.

9. To create an archive file that contains the SonarQube analysis files, select the **Archive Analysis Files** check box.

10. Click **Save**.

    To view the SonarQube analysis summary after a build, from the job's details page, click **SonarQube Analysis Summary**. The SonarQube Analysis Summary displays SonarQube server URL for the job and the analysis summary.

### Enable SonarQube for Gradle Applications

Use the following steps to enable SonarQube for your Gradle application.

1. Add a SonarQube connection.
   
   See Create and Manage the Pre-Defined SonarQube Server Connection.

2. Create a build job, using the Gradle Linux 7 VM build executor.

3. In the Job Configuration page, select the **Git** tab, then select **Git** from the **Add Git** dropdown.

   Add a Git repository for your Gradle project files.

4. Select the **Before Build** tab, then select **SonarQube Settings** from the **Add Before Build Action** dropdown.

5. Select the SonarQube server you set up in step 1.

6. Expand the **Advanced SonarQube Settings** and examine the **Project Name** entry. If the entry contains spaces, enclose it with double quotes.

7. In the **Steps** tab, select **Add Step**, then select **Gradle** from the **Common Build Tools** dropdown list.

   a. Select **Use 'gradlew' wrapper**.

   b. Enter the Gradle version needed to run your project.

   c. In **Tasks**, add **clean build**.

   d. Enter the location of your build file, **build.gradle**.

   e. Click **Turn on SonarQube**.

8. In the **After Build** tab, add the **SonarQube Result Publisher** action.

9. Select **Apply SonarQube quality gate status as build status** and **Archive Analysis Files**.

10. Click **Save** to save the build configuration.

11. From the Build Details page, click **Build Now** to run the build job.
12. Once the build completes, click **SonarQube Analysis Summary** to display the **SonarQube Analysis Summary** page, which shows the SonarQube server URL for the job and the analysis summary.

**Use a Unix Shell Script to Enable SonarQube for Gradle Applications**

You can use a Unix Shell script to enable SonarQube for Gradle applications.

1. Add a SonarQube connection.
   
   See Create and Manage the Pre-Defined SonarQube Server Connection.

2. Create a build job, using the Gradle Linux 7 VM build executor.

3. In the Job Configuration page, select the **Git** tab, then select **Git** from the **Add Git** dropdown.
   
   Add a Git repository for your Gradle project files.

4. Select the **Before Build** tab, then select **SonarQube Settings** from the **Add Before Build Action** dropdown.

5. Select the SonarQube server you set up in step 1.

6. Expand the **Advanced SonarQube Settings** and examine the **Project Name** entry.
   
   If the entry contains spaces, enclose it with double quotes.

7. In the **Steps** tab, select **Add Step**, then select **Unix Shell** from the **Common Build Tools** dropdown list.

   a. Click **Turn on SonarQube**.

   b. In the **For Gradle** tab, copy the Gradle command line content and paste it into the Unix Shell script area, at the top of the screen. For example:

   ```shell
   gradle clean build --build-file=sonarqube-scanner-gradle-multimodule/build.gradle sonarqube -Dsonar.host.url=$SONAR_URL -Dsonar.login=$SONAR_LOGIN -Dsonar.password=$SONAR_PASSWD -Dsonar.projectName=$SONAR_PROJECT_NAME -Dsonar.projectKey=$SONAR_PROJECT_KEY
   ```

8. In the **After Build** tab, add the **SonarQube Result Publisher** action.

9. Select **Apply SonarQube quality gate status as build status** and **Archive Analysis Files**.

10. Click **Save** to save the build configuration.

11. From the Build Details page, click **Build Now** to run the build job.

12. Once the build completes, click **SonarQube Analysis Summary** to display the **SonarQube Analysis Summary** page, which shows the SonarQube server URL for the job and the analysis summary.

**Enable SonarQube for Maven Applications**

Use the following steps to enable SonarQube for your Maven application.

1. Add a SonarQube connection.
See Create and Manage the Pre-Defined SonarQube Server Connection.

2. Create a build job, using the Required Components Linux 7 VM build executor.

3. In the Job Configuration page, select the Git tab, then select Git from the Add Git dropdown.
   Add a Git repository for your Maven project files.

4. Select the Before Build tab, then select SonarQube Settings from the Add Before Build Action dropdown.

5. Select the SonarQube server you set up in step 1.

6. Expand the Advanced SonarQube Settings and examine the Project Name entry.
   If the entry contains spaces, enclose it with double quotes.

7. In the Steps tab, select Add Step, then select Maven from the Common Build Tools dropdown list.
   a. In Tasks, add clean install.
   b. Enter the location of your POM file, pom.xml.
   c. Click Turn on SonarQube.

8. In the After Build tab, add the SonarQube Result Publisher action.

9. Select Apply SonarQube quality gate status as build status and Archive Analysis Files.

10. Click Save to save the build configuration.

11. From the Build Details page, click Build Now to run the build job.

12. Once the build completes, click SonarQube Analysis Summary to display the SonarQube Analysis Summary page, which shows the SonarQube server URL for the job and the analysis summary.

Use a Unix Shell Script to Enable SonarQube for Maven Applications

You can use a Unix Shell script to enable SonarQube for Maven applications.

1. Add a SonarQube connection.
   See Create and Manage the Pre-Defined SonarQube Server Connection.

2. Create a build job, using the Required Components Linux 7 VM build executor.

3. In the Job Configuration page, select the Git tab, then select Git from the Add Git dropdown.
   Add a Git repository for your Maven project files.

4. Select the Before Build tab, then select SonarQube Settings from the Add Before Build Action dropdown.

5. Select the SonarQube server you set up in step 1.

6. Expand the Advanced SonarQube Settings and examine the Project Name entry.
   If the entry contains spaces, enclose it with double quotes.

7. In the Steps tab, select Add Step, then select Unix Shell from the Common Build Tools dropdown list.
Create a SonarQube Analysis Report for a VB Studio Project with Javascript Sources

The VB Studio build system supports SonarQube analysis for Java using Maven and Gradle during building and packaging. This is for Java apps, not visual applications. It doesn't provide built-in support for analyzing Javascript sources. If you need to perform a SonarQube analysis for Javascript sources, such as those created by VB Studio, you'll need to create your own SonarQube analysis report by using the Unix Shell builder and then uploading the results to SonarQube.

There are two ways to create a SonarQube analysis report on Javascript sources in VB Studio:

- If the project being built is a Maven project, you'll need to direct the Sonar Scanner Maven plugin to include the JS files for analysis.
- If the project is a VB Studio project that is purely Javascript, you'll need to install and use the sonar-scanner command line tool to do the analysis.

Analyze Javascript Sources in a Maven Project

If the project being built is a Maven project, by default, the Sonar Scanner Maven plugin will include only the Java sources from src/main/java. You'll need to make sure the plugin also includes the Javascript files for analysis:

1. Use the -Dsonar.source parameter on the command line to explicitly include the path to the Javascript files, as shown in this example:

```bash
mvn clean install sonar:sonar
-Dsonar.host.url=$SONAR_URL
-Dsonar.login=$SONAR_LOGIN
-Dsonar.password=$SONAR_PASSWD
-Dsonar.sources=src/main/java,src/main/webapp
-Dsonar.projectName=$SONAR_PROJECT_NAME
```

8. In the After Build tab, add the SonarQube Result Publisher action.
9. Select Apply SonarQube quality gate status as build status and Archive Analysis Files.
10. Click Save to save the build configuration.
11. From the Build Details page, click Build Now to run the build job.
12. Once the build completes, click SonarQube Analysis Summary to display the SonarQube Analysis Summary page, which shows the SonarQube server URL for the job and the analysis summary.
In the example, `-Dsonar.sources=src/main/java,src/main/webapp` is used to explicitly add Java sources from `src/main/java` and Javascript sources from `src/main/webapp`.

2. The log will show that the Javascript sources were analyzed, as were HTML and CSS files:

```
[2021-04-01 21:31:30] [INFO] Sensor CSS Metrics [cssfamily]  | time=29ms
[2021-04-01 21:31:30] [INFO] Sensor CSS Metrics [cssfamily] (done) | time=29ms
[2021-04-01 21:31:31] [INFO] 12 source files to be analyzed
[2021-04-01 21:31:31] [INFO] 12/12 source files have been analyzed
[2021-04-01 21:31:31] [INFO] Sensor CSS Rules [cssfamily] (done) | time=1446ms

[2021-04-01 21:31:31] [INFO] 13 source files to be analyzed
[2021-04-01 21:31:36] [INFO] 13/13 source files have been analyzed
[2021-04-01 21:31:36] [INFO] Sensor JavaScript analysis [javascript] (done) | time=4971ms

[2021-04-01 21:31:36] [INFO] Sensor HTML [web] (done) | time=137ms
```

Analyze a VB Studio Project That Contains Javascript Sources Only

For a VB studio project that contains just Javascript sources, you can create a Unix Shell step that downloads and installs the sonar-scanner command line tool, then uses it to perform the analysis:

1. Open the job's configuration page.
2. Click the **Steps** tab.
3. From **Add Step**, select **Unix Shell**.
4. In **Script**, enter the following commands:
   a. Download the sonar-scanner command line tool from SonarQube website:
      ```
```
   b. Unzip the tool:
      ```
unzip sonar-scanner-cli-4.6.0.2311-linux.zip
```
   c. Run the scanner to perform the analysis, after explicitly specifying which Javascript sources you want it to analyze, as in `-Dsonar.sources=UiServer/src/main/webapp`:
      ```
sonar-scanner-4.6.0.2311-linux/bin/sonar-scanner
-Dsonar.host.url=$SONAR_URL
-Dsonar.login=$SONAR_LOGIN
-Dsonar.password=$SONAR_PASSWD
-Dsonar.sources=UiServer/src/main/webapp
-Dsonar.projectName=$SONAR_PROJECT_NAME
-Dsonar.projectKey=$SONAR_PROJECT_KEY
```
   d. Click **Save**.
5. Run the build and check the build log to make sure that the analysis was successful.
Project1.Sonar_8_8_sonar_scanner
[2021-04-01 22:12:20] INFO: Load metrics repository (done) | time=486ms
[2021-04-01 22:12:23] INFO: 12 source files to be analyzed
[2021-04-01 22:12:23] INFO: 12/12 source files have been analyzed
[2021-04-01 22:12:23] INFO: No report imported, no coverage information will be imported by JaCoCo XML Report Importer
[2021-04-01 22:12:26] INFO: 13 source files to be analyzed
[2021-04-01 22:12:28] INFO: 13/13 source files have been analyzed
[2021-04-01 22:12:28] INFO: Sensor C# Project Type Information [csharp]
[2021-04-01 22:12:28] INFO: Sensor C# Project Type Information [csharp] (done) | time=1ms
[2021-04-01 22:12:28] INFO: Sensor C# Properties [csharp] (done) | time=0ms
[2021-04-01 22:12:28] INFO: Sensor JavaXmlSensor [java] (done) | time=1ms
[2021-04-01 22:12:28] INFO: Sensor VB.NET Project Type Information [vbnet] (done) | time=1ms
[2021-04-01 22:12:28] INFO: SCM Publisher SCM provider for this project is: git
[2021-04-01 22:12:28] INFO: SCM Publisher 25 source files to be analyzed
[2021-04-01 22:12:29] INFO: SCM Publisher 25/25 source files have been analyzed (done) | time=223ms
[2021-04-01 22:12:29] INFO: CPD Executor 5 files had no CPD blocks
[2021-04-01 22:12:29] INFO: CPD Executor CPD calculation finished (done) | time=49ms
[2021-04-01 22:12:29] INFO: Analysis report compressed in 86ms, zip size=78 KB
[2021-04-01 22:12:30] INFO: Note that you will be able to access the updated dashboard once the server has processed the submitted analysis report
Publish JUnit Results

JUnit test reports provide useful information about test results, such as historical test result trends, failure tracking, and so on.

If you use JUnit to run your application's test scripts, you can configure your job to publish JUnit test reports:

1. Upload your application with test script files to the Git repository.
2. Open the job's configuration page.
3. Click the After Build tab.
4. From Add After Build Action, select JUnit Publisher.
5. In Include JUnit XMLs, specify the path and names of XML files to include. You can use wildcards to specify multiple files:
   a. If you're using Ant, you could specify the path as **/build/test-reports/*.xml.
   b. If you're using Maven, you could specify the path as target/surefire-reports/*.xml.

   If you use this pattern, make sure that you don't include any non-report files.
6. In Exclude JUnit XMLs, specify the path and names of XML report files to exclude. You can use wildcards to specify multiple files.
7. To see and retain the standard output and errors in the build log, select the Retain long standard output/error check box.

   If you don't select the check box, the build log is saved, but the build executor truncates it to save space. If you select the check box, every log message is saved, but this might increase memory consumption and can slow the performance of the build executor.
8. To combine all test results into a single table of results, select the Organize test output by parent location check box.

   If you use multiple browsers, the build executor will categorize the results by browser.
9. To mark the build as failed when JUnit tests fail, select the Fail the build on fail tests check box.
10. To archive videos and image files, select the Archive Media Files check box.
11. Click Save.

After a build runs, you can view its test results.

View a Build's JUnit Test Results

You can view a build's JUnit test results from the Test Results page:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>View test results of the last build</td>
<td>1. Open the job's details page.</td>
</tr>
<tr>
<td></td>
<td>2. Click Tests 📈.</td>
</tr>
</tbody>
</table>
**Action**  
View test results of a particular build

**How To**
1. Open the job’s details page.
2. In the Build History table, click the build number.
3. Click Tests.

**View test suite details**
On the Test Results page, click the All Tests toggle button. From the Suite Name, click the suite name.

**View details of a test**
Open the test suite details page and click the test name.

To view details of a failed test, on the Test Results page, click the All Failed Tests toggle button, and then click the test name.

**View test results history**
On the Test Results page, click View Test Results History.

If you configure the job to archive videos and image files, click Show to download the test image and click Watch to download the test video file.

The supported image formats are .png, .jpeg, .gif, .tif, .tiff, .bmp, .ai, .psd, .svg, .img, .jpeg, .ico, .eps, and .ps.

The supported video formats are .mp4, .mov, .avi, .webm, .flv, .mpg, .gif, .wmv, .rm, .asf, .swf, .avchd, and .m4v.

**Use the Xvfb Wrapper**

Xvfb is an X server that implements the X11 display server protocol and can run on machines that don't have physical input devices or a display.

**Set Up a VM Build Executor and a Build Executor Template with Xvfb**

Before you can use Xvfb in a build step, your organization administrator must first create a build executor template with the minimum required software and then add a VM build executor that uses the build executor template. Your organization administrator can create a new build executor template or use any existing Oracle Linux 7 build executor template.

**Note:**
To find your organization administrator, click Contacts under your user profile. Your administrator, or a list of administrators, will display.

See Create and Manage Build Executor Templates in Administering Visual Builder Studio.

After the organization administrator adds a VM build executor to the build executor template, you can create and configure a job to use that build executor template and Xvfb.
Configure a Job to Run Xvfb

Create and configure a job that runs Xvfb commands:

1. Open the job’s configuration page.
   
   If you’re creating a job, in Template in the New Job dialog box, select the Xvfb build executor template. Proceed to step 4.

2. Click Settings.

3. In the Software tab, select the Xvfb build executor template or any minimum required build executor template.

4. Click Configure.

5. Click the Before Build tab.

6. From Add Before Build Action, select Xvfb Wrapper.

7. In Display Number, specify the ordinal number of the display the Xvfb server is running on. The default value is 0. If left empty, a random number is chosen when the build runs.

8. In Screen offset, specify the offset for display numbers. The default value is 0.

9. In Screen Size (WxHxD), specify the resolution and color depth of the virtual frame buffer in the WxHxD format. The default value is 1024x768x24.

10. In Additional options, specify additional Xvfb command line options, if necessary. The default options are -nolisten inet6 +extension RANDR -fp /usr/share/X11/fonts/misc.

11. In Timeout in seconds, specify the timeout duration for the build to wait before returning control to the job. The default value is 0.

12. If you don’t want to log the Xvfb output in the build log, deselect the Log Xvfb output check box. The check box is selected by default.

13. If you don’t want to keep the Xvfb server running for post-build steps, deselect the Shutdown Xvfb with whole job, not just with the main build action check box. The check box is selected by default.

14. Click Save.

Publish Javadoc

If your application source code files are configured to generate Javadoc, you can configure a job to publish Javadocs when a build runs:

1. Open the job’s configuration page.

2. Click the After Build tab.

3. From Add After Build Action, select Javadoc Publisher.

4. In Javadoc Directory, specify the workspace path where the build executor would publish the generated Javadoc. By default, the path is set to target/site/apidocs.

5. To configure the build executor to retain Javadoc for each successful build, select the Retain Javadoc for each build check box.
You may want to enable this option if you have a need to browse Javadoc of older builds, but be cognizant that this practice will consume more disk space that not retaining those older Javadocs. By default, the check box isn't selected.

6. Click **Save**.

### Archive Artifacts

Archived artifacts can be downloaded manually and then deployed. By default, build artifacts are kept as long as the build log is.

If you want a job's builds to archive artifacts, you can do so as an after build action:

1. Open the job's configuration page.
2. Click **Configure**.
3. Click the **After Build** tab.
4. Click **Add After Build Action** and select **Artifact Archiver**.
5. In **Files to archive**, enter a comma-separated list of file paths, such as `env/,SQL/,target/`, using the path relative to the workspace, not the full file path.

   You can use wildcards to archive multiple files. For example, you could use `env/**` to archive all files in all subdirectories of the `env` directory. Or, you could use `env/**/*.bin` to archive all files that end with the `.bin` extension in all subdirectories of the `env` directory.

   Here are some more examples:

   - `**/*` or `**` archives all files in all directories and subdirectories
   - `**/*.sql` archives all files that have a `.sql` file extension, in all directories and subdirectories
   - `env/*` matches all files in the `env` folder itself, but doesn't include any files in any subdirectories

   The patterns can be more complex too. For example, you could use `**/target/*.jar` to archive all `.jar` files in all `target` directories your workspace.

6. In **Files to exclude**, enter a comma-separated list of files, including the path, as described in the previous step.

   A file that matches the exclude pattern won't be archived even if it matches the pattern specified in **Files to archive**.

7. If your application is a Maven application and you want to archive Maven artifacts, select **Archive Maven Artifacts**.

   To archive the Maven POM file along with the Maven artifacts, select **Include POM.xml**.

8. Click **Save**.

### Discard Old Builds and Artifacts

To save storage space, you can configure a job to discard its old builds and artifacts:

1. Open the job's configuration page.
2. Click Settings.
3. Click the General tab, if necessary.
4. If not selected, select Discard Old Builds.
5. Configure the discard options.
6. Click Save.

Old builds will be discarded after you save the job configuration and after a job has been built.

Copy Artifacts from Another Job

If your application depends on artifacts from another job, you can configure the job to copy those artifacts when a build is run:

1. Open the job’s configuration page.
2. Click Configure.
3. Click the Before Build tab.
4. Click Add Before Build Action and select Copy Artifacts.
5. In From Job, select the job whose artifacts you want to copy.
6. In Which Build, select the build that generated the artifacts.
7. If you select the Use last successful build if not run in pipeline option, the last successful (other) build will be used if this build isn’t run in a pipeline.
   The build will fail if you don't select the option but do select the upstream build in the previous step and don't run the build in a pipeline.
8. In Artifacts to copy, specify the artifacts to copy. When a build runs, the artifacts are copied with their relative paths.
   If you don't specify a value, the build will copy all artifacts. The archive.zip file is never copied.
9. In Target Directory, specify the workspace directory where the artifacts will be copied.
10. To flatten the directory structure of the copied artifacts, select Flatten Directories.
11. By default, if a build can’t copy artifacts, it'll be marked as failed. If you don't want the build to be marked as failed, select Optional (Do not fail build if artifacts copy failed).
12. Click Save.
## Configure General and Advanced Job Settings

You can configure several general and advanced job settings, such as name and description, the Java version used in the build, discarding old and running concurrent builds, adding timestamps to the build log, and more:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Update the job's name and description</td>
<td>1. Open the job's configuration page.</td>
</tr>
<tr>
<td></td>
<td>2. Click Settings.</td>
</tr>
<tr>
<td></td>
<td>3. Click the General tab.</td>
</tr>
<tr>
<td></td>
<td>4. In Name and Description, update the job name and description.</td>
</tr>
<tr>
<td></td>
<td>5. Click Save.</td>
</tr>
</tbody>
</table>

| Check the software available on the job's build executor template      | 1. Open the job's configuration page.                                                                                                                                                            |
|                                                                        | 2. Click Settings.                                                                                                                                                                              |
|                                                                        | 3. Click the Software tab.                                                                                                                                                                       |
|                                                                        | 4. See the software and their versions. You can change versions of some software, such as Java SE. Select the version from the drop-down list.                                                   |
|                                                                        | 5. Click Save.                                                                                                                                                                                   |

| Run concurrent builds                                                | 1. Open the job's configuration page.                                                                                                                                                            |
|                                                                      | 2. Click Settings.                                                                                                                                                                              |
|                                                                      | 3. Click the General tab.                                                                                                                                                                       |
|                                                                      | 4. Select the Execute concurrent builds if necessary check box. By default, only one build of a job runs at a time. The next build runs after the running build finishes.                  |
|                                                                      | 5. Click Save.                                                                                                                                                                                   |

<p>| Set a quiet period                                                   | 1. Open the job's configuration page.                                                                                                                                                            |
|                                                                      | 2. Click Settings.                                                                                                                                                                              |
|                                                                      | 3. Click the Advanced tab.                                                                                                                                                                       |
|                                                                      | 4. Select the Quiet period check box and specify the amount of time (in seconds) a new scheduled build of the job will wait before it runs. If the build executor is busy with too many builds, setting a longer quiet period can reduce the number of builds.  |
|                                                                      | 5. Click Save.                                                                                                                                                                                   |</p>
<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
</table>
| Set a retry count                          | 1. Open the job’s configuration page.  
2. Click **Settings** 📝.  
3. Click the **Advanced** tab.  
4. Select the **Retry Count** check box.  
5. In **Build Retries** specify the number of times the build executor tries the build. By default, the build executor tries five times to run a build that fails. You can increase or decrease the count. In **SCM Retries** specify the number of times the build executor tries the build to checkout files from the Git repository. You can increase or decrease the default count.  
6. Click **Save**. |
| Abort a build if it’s stuck for some duration | 1. Open the job’s configuration page.  
2. Click **Settings** 📝.  
3. Click the **Advanced** tab.  
4. Select the **Abort the build if it is stuck** check box.  
5. In **Hours** and **Minutes**, specify the duration. If a build doesn’t complete in the specified amount of time, the build is terminated automatically and marked as aborted. Select the **Fail the build on abort** check box to mark the build as failed, rather than aborted.  
6. Click **Save**. |
| Remove timestamps from the build log       | 1. Open the job’s configuration page.  
2. Click **Settings** 📝.  
3. Click the **Advanced** tab.  
4. Deselect the **Add Timestamps to the Console Output** check box. By default, build logs are timestamped. This selection configures the job to remove them from the log.  
5. Click **Save**. |
| Set the maximum size of the console log    | 1. Open the job’s configuration page.  
2. Click **Settings** 📝.  
3. Click the **Advanced** tab.  
4. In **Max Log Size (MB)**, set the size. The default value is 50 MB and the maximum value is 1000 MB.  
5. Click **Save**. |

Manage Build Actions
You can manage build actions in job configurations, including disabling/enabling, reordering, or removing build actions. These operations apply to build actions on the **Git, Parameters, Before Build, Steps, and After Build** tabs (under Configure) and build actions on the **Triggers** tab (under Settings).

Here are the job configuration build actions that you can manage:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disable a build action</td>
<td>In any tab on the Job Configuration page, for any enabled build action, change the toggle from <strong>Enabled</strong> to <strong>Disabled</strong> and click <strong>Save</strong>. Use this toggle to disable the build step or action temporarily. If a step or action is disabled, it'll be skipped when the job is run. If you see a validation error while trying to save a job configuration after adding, then disabling, a new build action, make sure that you filled out all required fields. Required fields are still required, even though the build action is disabled. You must either fill out the required field(s) in the disabled build action or remove the build action before trying to resave the job configuration.</td>
</tr>
<tr>
<td>Enable a disabled build action</td>
<td>In any tab on the Job Configuration page, for any disabled build action, change the toggle from <strong>Disabled</strong> to <strong>Enabled</strong> and click <strong>Save</strong>.</td>
</tr>
<tr>
<td>Expand/collapse build steps</td>
<td>In the <strong>Steps</strong> tab on the Job Configuration page, mouse over any build step header to collapse or expand the build step.</td>
</tr>
<tr>
<td>Reorder build actions</td>
<td>In any tab on the Job Configuration page that has multiple build actions, use the <strong>Up</strong> and <strong>Down</strong> icons with any build action to reorder and then click <strong>Save</strong>. You can also use your mouse to drag and drop build actions to change the order.</td>
</tr>
<tr>
<td>Remove a build action</td>
<td>In any tab on the Job Configuration page, for any enabled or disabled build action, click <strong>Remove</strong>, and then click <strong>Save</strong>.</td>
</tr>
</tbody>
</table>

**Change a Job's Java Version**

Change the Java version used in a job:

1. Open the job's configuration page.
2. Click **Settings**.
3. Click the **Software** tab.
4. In **Available Software**, from the **Java** drop-down list, select the Java SE version (1.8.x, 11.x, 17.x, or 18.x) that you want to use.

**Note:**

Java 1.8.x is deprecated in the 22.10.0 release. Java 17.x has been added to all system build executor templates. Oracle recommends that you upgrade any of your jobs that currently use Java 1.8.x to this version.

Before changing a job's Java version, ask your organization administrator to add the version you want to use in the job's build executor template if you don't see the version already there. If an organization administrator adds multiple version of
Java to a build executor template, users can select the Java version they want to use in a job from the job's configuration page.

Instead of selecting Java, you could select Java 1.8.x (Graal VM). GraalVM is a universal virtual machine for running applications written in JavaScript, Python, Ruby, R, JVM-based languages like Java, Scala, Groovy, Kotlin, Clojure, and LLVM-based languages such as C and C++. To learn more about GraalVM, see https://www.graalvm.org/docs/.

5. Click Save.

Change a Job’s Build Executor Template

Contact the organization administrator to create a build executor template and add software bundles.

The organization administrator creates the build executor template, selects and adds software bundles to it, then creates an instance of the VM Build Executor. You specify the template when you create or configure your job. Then, when you run the job, the software that is specified in the build executor template is installed on the VM build executor.

Note:
To find your organization administrator, click Contacts under your user profile. Your administrator, or a list of administrators, will display.

See Create and Manage Build Executor Templates in Administering Visual Builder Studio.

Here's how you can change your job's build executor template after you create the job:

1. Open the job's configuration page.
2. Click Settings.
3. Click the Software tab.
4. Select the build executor template that you want to use for your builds.
5. Click Save.

Run a Build

You can run a job's build manually or configure the job to trigger it automatically on an SCM commit or according to a schedule:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Run a build manually</td>
<td>Open the job's details page and click Build Now. You can also run a job's build from the Jobs Overview page. In the jobs table, click Build Now.</td>
</tr>
<tr>
<td>Run a build on SCM commit</td>
<td>See Trigger a Build Automatically on an SCM Commit.</td>
</tr>
<tr>
<td>Run a build on a schedule</td>
<td>See Trigger a Build Automatically on a Schedule.</td>
</tr>
</tbody>
</table>
A job that takes more than eight hours to build will fail. If you know that a job’s processes will take more than eight hours to execute, you should distribute those processes in multiple jobs and run them together in a pipeline.

View a Job’s Builds and Reports

From the Builds page, click a job name to open its details page, from which you can view a job’s builds, reports, and build history, or perform actions such as running a build or configuring the job.

View a Build’s Logs and Reports

A build generates various types of reports and logs, such as SCM changes, test results, and action history. You open these reports from the Job Details or Build Details page by clicking the report icon and viewing its details.

Here are the types of reports that are generated by a build:

<table>
<thead>
<tr>
<th>Log/Report</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Changes <img src="image" alt="changes" /></td>
<td>View all files that have changed in the build. When a build is triggered, the build system checks the job’s Git repositories for any changes to the SCM. If there are any updates, the SCM Change log displays the files that were added, edited or removed.</td>
</tr>
<tr>
<td>Artifacts <img src="image" alt="artifacts" /></td>
<td>View the latest archived artifacts generated by the build.</td>
</tr>
<tr>
<td>Javadoc <img src="image" alt="javadoc" /></td>
<td>View the build’s Javadoc output. The report is available only if the application’s build generated Javadoc.</td>
</tr>
<tr>
<td>Tests <img src="image" alt="tests" /></td>
<td>View the log of build’s JUnit test results. To open the Test Suite details page, on the Test Results page, click the All Tests toggle button and click the suite name in the Suite Name column. To view details of a test, on the Test Results page, click the All Failed Tests toggle button and then click the test name link in the Test Name column. You can also click the All Tests toggle button, open the test suite details page, and then click the test name link in the Test Name column.</td>
</tr>
<tr>
<td>Build Log <img src="image" alt="build_log" /></td>
<td>View the last build’s log. In the log page, review the build log. If the log is displayed partially, click the Full Log link to view the entire log. To download the log as a text file, click the Download Console Output link.</td>
</tr>
<tr>
<td>Git Log <img src="image" alt="git_log" /></td>
<td>View the Git SCM polling log of the builds that displays the log of builds triggered by SCM polling. The log includes scheduled builds and builds triggered by SCM updates. In the Job Details page of a job, click Latest SCM Poll Log <img src="image" alt="latest_ecm_poll_log" /> to view the Git SCM polling log of the last build.</td>
</tr>
<tr>
<td>Audit <img src="image" alt="audit" /></td>
<td>View the Audit log of user actions. You can use the Audit log to track the user actions on a build. Use the log to see who performed particular actions on the job. For example, you can see who canceled a build of the job, or who disabled the job and when was it disabled.</td>
</tr>
</tbody>
</table>
### Log/Report

<table>
<thead>
<tr>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>View the SonarQube analysis report for the job.</td>
</tr>
<tr>
<td>View the Security Vulnerabilities report that identifies direct and transitive dependencies in the job’s Maven, Node.js, Javascript, and/or Gradle projects.</td>
</tr>
</tbody>
</table>

### View a Project’s Build History

The Recent Build History page displays builds of all the project’s jobs.

To see the build history, click the View Recent Build History link in the Build Queue panel on the Builds page. The history page displays the last 50 builds of the project. Click any job name to open its details page or click any build number to open its details page. Click to open the build’s console and view the console log output.

**Tip:**

To sort the table data by a column, right-click inside the build history table column and select the sort order from the Sort context menu.

### View a Job’s Build History

A job’s build history can be viewed in the Build history section of the Job Details page. It displays the status of running builds, and completed job builds in descending order (most recent first) along with their build numbers, date and time, and a link to the build’s console output.

The build history shows how the build was triggered as well as its status, build number, and date-time stamp. In this view, you can click Console icon to open the build’s console and Delete to delete the build.

When you review the build history, take note of these things:

- In the By column, the icons indicate the following:

<table>
<thead>
<tr>
<th>This icon ...</th>
<th>Indicates:</th>
</tr>
</thead>
<tbody>
<tr>
<td>User  🌐</td>
<td>The build was initiated by a user.</td>
</tr>
<tr>
<td>SCM Change  🔼</td>
<td>The build was triggered by an SCM change.</td>
</tr>
<tr>
<td>Pipeline  🏗️</td>
<td>The build was initiated by a pipeline. Click to open the build’s pipeline instance.</td>
</tr>
<tr>
<td>Periodic Build Trigger  ⌛</td>
<td>The build was triggered by a periodic build trigger.</td>
</tr>
<tr>
<td>Build System  ⏱</td>
<td>The build was started or rescheduled by the build system.</td>
</tr>
</tbody>
</table>

- In the Build column, an * in the build number indicates the build is annotated with a description. Mouse over the build number to see the description.

- The list doesn’t show discarded and deleted jobs.
• If a running build remains stuck in the queued state for a long time, you can mouse over the Queued status to display a message about the problem. If the build uses a VM build executor, you can contact the organization administrator to check its status.

• To sort the table data in ascending or descending order, click the header column name and then click the Previous or Next icon in the column header. As an alternative, you can right-click inside the table column and select the sort order from the Sort context menu.

• Only project members can delete builds. Non-members cannot.

View a Job’s User Action History

You can use the Audit log to track a job’s user actions. For example, you can see who canceled a build of the job, or who disabled the job and when it was disabled.

To open the Audit log, from the job’s details page, click Audit.

The log displays information about these user actions:

• Who created the job
• Who started a build or how a it was triggered (followed by the build number), when the build succeeded or failed, and the duration of the build
  A build can also be triggered by a timer, a commit to a Git repository, or an upstream job.
• Who aborted a build
• Who changed the configuration of the job
• Who disabled the job
• Who enabled the job

View a Build’s Details

A build’s details page shows its status, links to open build reports, download artifacts, and logs. To open a build’s details page, click the build number in the Build History.

You can perform these common actions from a build’s details page:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Keep a build forever</td>
<td>A build that’s marked “forever” isn’t removed if a job is configured to discard old builds automatically. You can’t delete it either. To keep a build forever, click Configure, select the Keep Build Forever check box, and click Save.</td>
</tr>
<tr>
<td>Add a name and description to a build</td>
<td>Adding a description and a name is especially helpful if you mark a particular build to keep it forever and not get discarded automatically. When you add a description to a build, an * is added to the build number in the Build History table. To keep a build forever, click Configure. In Name and Description, enter the details, and click Save.</td>
</tr>
<tr>
<td>Open a build’s log</td>
<td>Click Build Log.</td>
</tr>
<tr>
<td>Delete a build</td>
<td>Click Delete.</td>
</tr>
</tbody>
</table>
Download Build Artifacts

Build artifacts are displayed in a directory tree structure. Click the link to download parts of the tree, including individual files, directories, and subdirectories.

If the job is configured to archive artifacts, you can download them to your computer and then deploy the artifact(s) to your web server:

1. Open the job’s details page.
2. Click **Artifacts**.
   - To download a particular build’s artifacts, in the Build History, click the build number, and then click **Artifacts**.
3. Expand the directory structure and click the artifact link (file or directory) to download it.
   - To download a zip file of all artifacts, click **(All files in zip)**.
4. Save the file to your computer.

Watch a Job

You can subscribe to email notifications that you'll receive when a build of a job succeeds or fails.

To get email notifications, enable them in your user preferences, and then set up a watch on the job:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable your email notifications preference</td>
<td>In your user preferences page, select the <strong>Build Activities</strong> check box.</td>
</tr>
<tr>
<td>Watch a job</td>
<td>1. Open the job’s details page.</td>
</tr>
<tr>
<td></td>
<td>2. Click the <strong>On</strong> toggle button, if necessary.</td>
</tr>
<tr>
<td></td>
<td>3. Click <strong>CC Me</strong>.</td>
</tr>
<tr>
<td></td>
<td>4. In the CC Me dialog box, to receive email when the build is successful, select the <strong>Successful Builds</strong> check box. Select <strong>Failed Builds</strong> to receive email when the build fails.</td>
</tr>
<tr>
<td></td>
<td>5. Click <strong>OK</strong>.</td>
</tr>
</tbody>
</table>

Disable email notifications of the job to all subscribed members

1. Open the job’s details page.
2. Click the **Off** toggle button, if necessary.

Build Executor Environment Variables

When you run a build job, you can use environment variables in your shell scripts and commands to access software on the VM build executor.

To use a variable, use the **$VARIABLE_NAME** syntax, such as **$BUILD_ID**.
Common Environment Variables

Here are some common environment variables:

<table>
<thead>
<tr>
<th>Environment Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BUILD_ID</td>
<td>The current build’s ID.</td>
</tr>
<tr>
<td>BUILD_NUMBER</td>
<td>The current build number.</td>
</tr>
<tr>
<td>BUILD_DIR</td>
<td>The build output directory.</td>
</tr>
<tr>
<td>JOB_NAME</td>
<td>The name of the job.</td>
</tr>
<tr>
<td>HTTP_PROXY</td>
<td>The HTTP proxy for outgoing connections.</td>
</tr>
<tr>
<td>HTTP_PROXY_HOST</td>
<td>The HTTP proxy host for outgoing connections.</td>
</tr>
<tr>
<td>HTTP_PROXY_PORT</td>
<td>The HTTP proxy port for outgoing connections.</td>
</tr>
<tr>
<td>HTTPS_PROXY</td>
<td>The HTTPS proxy for outgoing connections.</td>
</tr>
<tr>
<td>HTTPS_PROXY_HOST</td>
<td>The HTTPS proxy host for outgoing connections.</td>
</tr>
<tr>
<td>HTTPS_PROXY_PORT</td>
<td>The HTTPS proxy port for outgoing connections.</td>
</tr>
<tr>
<td>JOB_NAME</td>
<td>The name of the current job.</td>
</tr>
<tr>
<td>NO_PROXY</td>
<td>A comma separated list of domain names or IP addresses for which the proxy should not be used. You can also specify port numbers.</td>
</tr>
<tr>
<td>NO_PROXY_ALT</td>
<td>A pipe ({ }) separated list of domain names or IP addresses for which the proxy should not be used. You can also specify port numbers.</td>
</tr>
<tr>
<td>PATH</td>
<td>The PATH variable, set in the VM build executor, specifies the path of executables in the VM build executor. Executables from the software bundles are available on the VM build executor's PATH variable, which is set to /usr/bin, and can be invoked directly from the Unix Shell. You should use the PATH variable and other environment variables to access the installed software. See Software for Build Executor Templates in Administering Visual Builder Studio for more information.</td>
</tr>
<tr>
<td>WORKSPACE</td>
<td>The absolute path of the VM build executor's workspace.</td>
</tr>
</tbody>
</table>

Software Environment Variables

<table>
<thead>
<tr>
<th>Environment Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GRADLE_HOME</td>
<td>The path of the Gradle directory.</td>
</tr>
<tr>
<td>JAVA_HOME</td>
<td>The path of the directory where the Java Development Kit (JDK) or the Java Runtime Environment (JRE) is installed. If your job is configured to use a specific Java version, the build executor sets the variable to the path of the specified Java version. When the variable is set, PATH is also updated to have $JAVA_HOME/bin.</td>
</tr>
<tr>
<td>NODE_PATH</td>
<td>The path of the Node.js modules directory.</td>
</tr>
</tbody>
</table>
Tip:

- You can run the `env` command as a Shell build step to view all environment variables of the build executor.
- Some Linux programs, such as curl, only support lower-case environment variables. Change the build steps in your job configuration to use lower-case environment variables:

```bash
export http_proxy="$HTTP_PROXY"
export https_proxy="$HTTPS_PROXY"
export no_proxy="$NO_PROXY"
curl -v http://www.google.com
```

Software Environment Variables for SOA

To access SOA, use these environment variables that are defined for you when you include a SOA bundle in your template:

- Use `JAVA_HOME` variables to access the Java SDK
- Use `MIDDLEWARE_HOME` variables to access Oracle Fusion Middleware. The `MIDDLEWARE_HOME` directory includes the WebLogic Server installation directory and the Oracle Common library dependencies.
- Use `WLS_HOME` variables to access the WebLogic server binary directory

Make sure that you have the right software available in your job’s build executor template:

<table>
<thead>
<tr>
<th>Software</th>
<th>Variables</th>
</tr>
</thead>
</table>
| SOA 12.2.1.4 | `JAVA_HOME_SOA`=/opt/Oracle/MiddlewareSOA_12.2.1.4.0/jdeveloper/cloud/oracle-javacloud-sdk/lib  
`JAVA_HOME_SOA_12_2_1`=/opt/Oracle/MiddlewareSOA_12.2.1.4.0/jdeveloper/cloud/oracle-javacloud-sdk/lib  
`MIDDLEWARE_HOME_SOA`=/opt/Oracle/MiddlewareSOA_12.2.1.4.0  
`MIDDLEWARE_HOME_SOA_12_2_1`=/opt/Oracle/MiddlewareSOA_12.2.1.4.0  
`ORACLE_HOME`=/opt/Oracle/MiddlewareSOA_12.2.1.4.0/jdeveloper  
`ORACLE_HOME_SOA`=/opt/Oracle/MiddlewareSOA_12.2.1.4.0/jdeveloper  
`ORACLE_HOME_SOA_12_2_1`=/opt/Oracle/MiddlewareSOA_12.2.1.4.0/jdeveloper  
`WLS_HOME_SOA`=/opt/Oracle/MiddlewareSOA_12.2.1.4.0/wlserver  
`WLS_HOME_SOA_12_2_1`=/opt/Oracle/MiddlewareSOA_12.2.1.4.0/wlserver |
Software Environment Variables for Oracle JDeveloper

To access Oracle JDeveloper, use these environment variables that are defined for you when you include a JDeveloper bundle in your template:

- Use `JAVACLOUD_HOME` variables to access the Java SDK
- Use `MIDDLEWARE_HOME` variables to access Oracle Fusion Middleware. The `MIDDLEWARE_HOME` directory includes the WebLogic Server installation directory and the Oracle Common library dependencies.
- Use `WLS_HOME` variables to access the WebLogic server binary directory.

Make sure that you have the right software available in your job's build executor template:

<table>
<thead>
<tr>
<th>Software</th>
<th>Variables</th>
</tr>
</thead>
</table>
| JDeveloper 12.2.1.4 | JAVACLOUD_HOME=/opt/Oracle/Middleware_12.2.1.4.0/jdeveloper/cloud/oracle-javacloud-sdk/lib  
                     MIDDLEWARE_HOME=/opt/Oracle/Middleware_12.2.1.4.0/jdeveloper  
                     ORACLE_HOME=/opt/Oracle/Middleware_12.2.1.4.0/jdeveloper  
                     WLS_HOME=/opt/Oracle/Middleware_12.2.1.4.0/wlserver |
Run Jobs in a Pipeline

You can create, manage, and configure job pipelines from the **Pipelines** tab of the **Builds** page.

What Is a Pipeline?

A Pipeline lets you define dependencies of jobs and create a path or a chain of builds. A pipeline helps you in running continuous integration jobs and reduce network traffic.

To create a pipeline, you design a pipeline diagram where you define the dependencies of jobs. When you create a dependency of a job over another, you define the order of automatic builds of the dependent jobs. If required, the dependent jobs can be configured to use artifacts of the parent job too.

For example, in this diagram, Job 2 depends on Job 1 and runs after Job 1 is successful.

![Diagram 1](image1.png)

In this diagram, Job 2, Job 3, and Job 4 depend on Job 1 and run after Job 1 is successful. Job 2, Job 3, and Job 4 are scheduled in parallel. They can all run at the same time.

![Diagram 2](image2.png)
This diagram shows a complex example.

The above diagram defines these dependencies:

- Job 2 and Job 3 depend on Job 1 and run after Job 1 is successful
- Job 4 and Job 5 depend on Job 2 and run after Job 2 is successful
- Job 6 and Job 7 depend on Job 4 and run after Job 4 is successful
- Job 8 depends on Job 6 and Job 7 and runs after Job 6 and Job 7 are successful
- Job 1 is the initial job. Running it triggers a chain. All jobs after it in the chain (Job 2 through Job 8) run automatically, one after the other.

You can create multiple pipeline diagrams of jobs. If multiple pipelines have some common jobs, then multiple builds run some of those jobs. For example, in this figure, Pipeline 1 and Pipeline 2 have common jobs:

Pipeline 1

Pipeline 2

Let's assume that Pipeline 1 is defined first and Pipeline 2 is defined second. If both pipelines are triggered, the builds run in this order:

1. A build of Job 1 runs.
2. Builds of Job 2 and Job 3 of Pipeline 1 get in the build executor queue after Job 1 is successful. A build of Job 2 of Pipeline 2 also gets in the build executor queue after Job 1 is successful.
3. Builds of jobs in build executor queue run on first-come first-served basis. So, Job 2 and Job 3 of Pipeline 1 run first. Let’s call the build as Build 1 of Job 2 and Job 3. Then, another build of Job 2 of Pipeline 2 runs. Let’s call it Build 2 of Job 2.

4. A build of Job 4 of Pipeline 1 joins the build executor queue as soon as Job 2 is successful. A build of Job 3 of Pipeline 2 also joins the queue when Job 2 is successful.

5. As soon as the build executor is available, Build 1 of Job 4 runs and Build 2 of Job 3 also runs. Remember that Build 1 of Job 3 ran in Pipeline 1.

6. After a build of Job 3 of Pipeline 2 is successful, a build of Job 4 of Pipeline 2 joins the queue and runs when the build executor is available. Remember that this is Build 2 of Job 4 as Build 1 ran in Pipeline 1.

While creating multiple pipeline diagrams with common jobs, be careful if a job is dependent on artifacts of the parent job.

Create a Pipeline

Here’s how you can create a pipeline:

1. In the left navigator, click **Builds**.

2. Click the **Pipelines** tab.

3. Click **Create Pipeline**.

   The Create Pipeline dialog is displayed.

4. In **Name** and **Description**, enter a unique name and a description, respectively.

5. Select the **Auto start when pipeline jobs are built externally** check box to trigger a pipeline build when any job in the pipeline is triggered externally (that is, started from outside the pipeline).

   In the pipeline, builds of jobs that follow the started job will be run as shown in the diagram, but no builds of jobs that precede the started job will be run.

6. If you selected the **Auto start** option in the previous step, you can select the **Auto start only when trigger jobs are built** checkbox to limit the jobs that can automatically start the pipeline to trigger jobs only. This effectively excludes all jobs that aren't trigger jobs.

   If both options are selected, when a non-trigger pipeline job is started manually, it won't be shown in the **Pipeline Instances** page. It will be shown on the **Jobs Overview** page instead, because the **Trigger only** option was selected.
7. Select the **Disallow pipeline jobs to build externally when the pipeline is building** check box to disable manual or automatic builds of the jobs that are part of the pipeline when the pipeline is running.

8. Click **Create**.

9. In the **Designing Pipeline** page, design the pipeline, and click **Save**.

   If you're in Text/Accessibility mode, the designer looks quite different. The Start node was already added, so you can select +**Node** and add nodes, select pipeline actions for the nodes, change coordinates for the nodes, and so on.

**Use the Pipeline Designer**

You use the pipeline designer to create a pipeline diagram, that defines dependencies between jobs and the order of their builds.

The **Jobs** list shows all jobs of the project on the left side of the page. Drag and drop jobs to the designer area to design the pipeline diagram. Click **Configure** to configure the dependency condition between the parent and the child job.

**Create a One-to-One Dependency**

A one-to-one dependency is formed between a parent and a child job. When a build of the parent job is successful, a build of the child job runs automatically.

To create a one-to-one dependency of a child job to its parent job:

1. From the **Jobs** list, drag-and-drop the parent job to the designer area.

2. From the **Jobs** list, drag-and-drop the dependent (or child) job to the designer area.

3. To indicate the parent job, the job that triggers the pipeline build, mouse over the ● handle of the **Start** node. The cursor icon changes to the + cursor icon:

   ![Start node](image)

   In the above example, the **Start** node indicates the starting point of the pipeline. The **Start** node is available in all pipelines and can't be removed. **Job 1** is the parent job and **Job 2** is the dependent job.

4. Drag the cursor from the **Gray circle** ● handle to the **White circle** ○ handle. An arrow line appears:

   ![Arrow line](image)

5. Similarly, mouse-over the **Blue circle** ● handle and drag-and-drop the arrow head over the **White circle** ○
A dependency is now formed. In the above example, Job 2 is now dependent on Job 1. A build of Job 2 will run automatically after every Job 1 build is successful.

To delete a job node or a dependency, click to select it, and then click Delete 🗑.

Create a One-to-Many Dependency

A one-to-many dependency is formed between one parent job and multiple child jobs. When a build of the parent job is successful, builds of child jobs run automatically.

To create a one-to-many dependency between jobs:

1. From the Jobs list, drag-and-drop the parent job to the designer area.
2. From the Jobs list, drag-and-drop all dependent (or child) jobs to the designer area:

   Here, Job 1 is the parent job and Job 2, Job 3, and Job 4 are the dependent jobs.

3. To indicate the parent job, the job that triggers the pipeline build, mouse over the Gray circle ⬗ handle of the Start node. The cursor icon changes to the + cursor icon.
4. Drag the cursor from the Gray circle ⬗ handle to the White circle ⬗ handle of the job. An arrow line appears:

5. Similarly, mouse-over the Blue circle ⬗ handle of the parent job and drag-and-drop the arrow head over the White circle ⬗ of the child jobs:
A dependency is now formed. In the above example, Job 2, Job 3, and Job 4 are now dependent on Job 1. A build of Job 2, Job 3, and Job 4 runs automatically after every Job 1 build is successful.

To delete a job node or a dependency, click to select it, and then click **Delete**.

Create a Many-to-One Dependency

A many-to-one dependency is formed between multiple parent jobs and one child job. When builds of all parent jobs are successful, a build of the child job runs automatically.

To create a many-to-one dependency on parent jobs with a child job:

1. From the **Jobs** list, drag-and-drop all parent jobs to the designer area.
2. From the **Jobs** list, drag-and-drop the dependent (or child) jobs to the designer area:

   ![Diagram](image)

   Here, Job 2, Job 3, and Job 4 are the parent jobs and Job 5 is the dependent job.

3. To indicate the parent job, the job that triggers the pipeline build, mouse over the **Gray circle** handle of the **Start** node. The cursor icon changes to the + cursor icon.

4. Drag the cursor from the **Gray circle** handle to the parent job’s **White circle** handle. Repeat the steps for all parent nodes.

5. Drag the cursor from the parent job’s **White circle** handle. An arrow line appears. Repeat the steps for all parent nodes.
Similarly, mouse over the parent job's Blue circle handle and drag-and-drop the arrow head over the dependent job's White circle handle:

A dependency is now formed. In the above example, Job 5 is dependent on Job 2, Job 3, and Job 4. A build of Job 5 will run automatically after Job 2, Job 3, and Job 4 are successful.

To delete a job node or a dependency, click to select it, and then click Delete.

Configure the Dependency Condition

When you create a dependency between a parent and a child job, by default, a build of the child job runs after the parent job's build is successful. You can configure the dependency to run a build of the child job after the parent job's build fails:

1. In the pipeline designer, click to select the dependency condition arrow.

2. In the pipeline designer toolbar, click Configure.

3. In the pipeline flow config editor, in Result Condition, select Successful, Failed, or Test Failed. If you want to select more than one dependency condition, you can click in the Result Condition field again and select another condition.

You can also double-click the dependency arrow to open the pipeline flow config editor. You can't configure the dependency condition from the Start node.

Note:

If you configure the pipeline using YAML, you'll have access to additional options that aren't available in the UI. However, the dependency conditions in YAML all map to the three that you have access to in the UI. See Set Dependency Conditions in Pipelines Using YAML.

4. Click Apply.
Manage Pipelines

You can manage a pipeline by editing the pipeline diagram from the Configure Pipeline page:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Design the pipeline diagram</td>
<td>In the Pipelines tab, for the pipeline whose diagram you want to edit, Configure. On the Configuring Pipeline page, click Configure.</td>
</tr>
<tr>
<td>Run a pipeline</td>
<td>To run all jobs of a pipe in the defined order, in the Pipelines tab, click Build.</td>
</tr>
<tr>
<td>View a pipeline's instances</td>
<td>When you trigger a pipeline, an instance of the pipeline is created. To view a pipeline's instances, click its name in the Pipelines tab. The Pipeline Instances page displays the pipeline run history. For each pipeline instance, the page shows the pipeline diagram and its status. A pipeline's status is determined its jobs' builds:</td>
</tr>
<tr>
<td></td>
<td>· Success: Indicates that all the pipeline builds were successful.</td>
</tr>
<tr>
<td></td>
<td>· Failed: Indicates that a build of a job in the pipeline failed, causing the pipeline to fail too.</td>
</tr>
<tr>
<td></td>
<td>· Canceled: Indicates the pipeline was canceled.</td>
</tr>
<tr>
<td></td>
<td>· In Progress: Indicates a pipeline is in progress. You can see the status of jobs in a pipeline instance by looking at the instance in the UI. In the pipeline diagram, the color of job nodes indicates the job’s status:</td>
</tr>
<tr>
<td></td>
<td>· Green: The last build of the job was successful</td>
</tr>
<tr>
<td></td>
<td>· White: A build of the job is running or hasn’t run yet</td>
</tr>
<tr>
<td></td>
<td>· Red: The last build of the job failed</td>
</tr>
<tr>
<td>View a pipeline's instance log</td>
<td>You can select View Log on the Pipeline Instances page to see a historical record of actions taken by the pipeline. Sometimes the log is helpful to see why a pipeline didn't advance when you expected it to. You can use View Log to see who started the pipeline, when each build was run, and the status of each build job in the pipeline.</td>
</tr>
<tr>
<td></td>
<td>Note: You can't use View Log to display logs that were created before 19.4.3. Those logs appear empty.</td>
</tr>
<tr>
<td>Edit a pipeline</td>
<td>In the Pipelines tab, for the pipeline you want to edit, Configure. On the Configuring Pipeline page, click Edit Pipeline Settings.</td>
</tr>
</tbody>
</table>
Action | How To
--- | ---
Delete a pipeline | In the Pipelines tab, click **Delete** next to the pipeline you want to delete.
When you delete a pipeline, you’re removing the dependency or the order of job builds. The jobs aren’t being deleted.

### Add or Export Parameters and Parameter Lists

You might want to set or change parameters in a pipeline job that can be used by downstream jobs in the same pipeline. Or, you might want to add parameters at the start of job execution, based upon data from a Git clone operation, when the cloned repository contains information that will become the value of new parameters or override the value of existing parameters. This parameter can then be used to configure subsequently run jobs, and appear as environment variables in shell scripts run in the build. You might even want to export parameters at the end of job execution, based upon data that was calculated during the build.

Both added and exported parameters would be visible to downstream jobs, which could, in turn, modify a subset of the parameters and then pass them along.

There are two different ways to set parameters dynamically:

- From a list of parameter definitions that are written in the same manner that environment variables are set in a shell script, that is, from a file with one or more lines that contain `PARAMETER_NAME=value` definitions.
- With multi-line values, such as private keys for example, and parameters with sensitive contents like passwords and private keys. These include items that are more complex than those that can be specified using the simple definition format.

All jobs in a pipeline currently see job parameters that have been configured for all jobs in the pipeline. These parameters are collected from the jobs when the pipeline is started, and are added to all jobs that are downstream of the condition that started the pipeline, that is of a triggering job or the “Start” node of a manually-started or a periodically-triggered pipeline. Then, when a job completes, its parameters are extracted and are passed on to any downstream jobs it triggers.

These job parameters can be modified and new parameters can be added in subsequent build steps during a run. This simply adds a way to explicitly direct that parameters be added, both before and after Build steps, like shell scripts, run.

### Add a Parameter

The **Add a Parameter** task runs during build setup, after the Git steps finish running, but before any build steps are run. The task adds a single parameter at a time, potentially allowing a multi-line value (a private key, for example) read from a file, and allows the parameter to be marked sensitive which, by the way, means “Don’t print these values in the build log.” You can configure zero or more of these in a job.

Here’s how you configure a pre-build task that adds a parameter (or multiple parameters) to a build job:

1. In the left navigator, click **Builds**.
2. In the Jobs overview page, select the job you want to modify and the Jobs Detail page will display.

3. Click Configure. This displays the Job Configuration page.

4. In the Git tab, click Add Git and select the repository where the file with the parameter is stored.

5. Click the Before Build tab.

6. Click Add Before Build Action and select Add Parameter.

7. In Parameter name, enter the name of the parameter.

8. In File containing parameter value, enter the name of the file that contains the value for the parameter.

9. Select the Sensitive checkbox to prevent printing the value of parameters with sensitive contents, like passwords and private keys parameters, in the build log.

10. Repeat steps 6-8 to add multiple parameters.

11. Click Save.

Add a Parameter List

The Add a Parameter List task runs during build setup, after the Git steps finish running, but before any build steps are run. The task reads a list, one per line, of one or more parameter definitions in the form PARMETER_NAME=value and sets the job parameters accordingly. You can configure zero or more of these in a job.

Here’s how you configure a pre-build task that adds a parameter list to a build job:

1. In the left navigator, click Builds.

2. In the Jobs overview page, select the job you want to modify and the Jobs Detail page will display.

3. Click Configure. This displays the Job Configuration page.

4. In the Git tab, click Add Git and select the repository where the file with the parameter list is stored.

5. Click the Before Build tab.

6. Click Add Before Build Action and select Add Parameter List.

7. Enter the name of the file that contains the parameter definitions.

8. Click Save.

Export a Parameter

The Export a Parameter task runs after the build steps have been run. The task adds a single parameter at a time, to allow multi-line values (a private key, for example) to be read from a file. It also allows the parameter to be marked sensitive which, by the way, means “don’t print these values in the build log.” You can configure zero or more of these in a job.

Here’s how you configure a post-build task that exports a parameter (or multiple parameters) that can be passed to a downstream build job:
1. In the left navigator, click **Builds**.

2. In the Jobs overview page, select the job you want to modify and the **Jobs Detail** page will display.

3. Click **Configure**.
   This displays the **Job Configuration** page.

4. In the **Git** tab, click **Add Git** and select the repository with the file where the value for the parameter will be written.

5. Click the **After Build** tab.

6. Click **Add After Build Action** and select **Export Parameter**.

7. In **Parameter name**, enter the name of the parameter to be exported.

8. In **File containing parameter value**, enter the name of the file to write the value for the parameter.

9. Select the **Sensitive** checkbox to prevent printing the value of parameters with sensitive contents, like passwords and private keys parameters, in the build log.

10. Repeat steps 6-8 to export multiple parameters.

11. Click **Save**.

### Export a Parameter List

The **Export a Parameter List** task runs after the build steps have been run. The task reads a list, one per line, of one or more parameter definitions in the form `PARAMETER_NAME=value` and sets job parameters accordingly. You can configure zero or more of these in a job.

Here's how you configure a post-build task that exports a parameter list that can be used by a downstream build job:

1. In the left navigator, click **Builds**.

2. In the Jobs overview page, select the job you want to modify and the **Jobs Detail** page will display.

3. Click **Configure**.
   This displays the **Job Configuration** page.

4. In the **Git** tab, click **Add Git** and select the repository with the file where the values for the parameter list will be written.

5. Click the **After Build** tab.

6. Click **Add After Build Action** and select **Export Parameter List**.

7. Enter the name of the file where the parameter definitions used in the build job will be written.

8. Click **Save**.

### Configure Jobs and Pipelines with YAML

YAML (YAML Ain't Markup Language) is a human-readable data serialization language that is commonly used for configuration files. To find more about YAML, see [https://yaml.org/](https://yaml.org/).

In VB Studio, you can use a YAML file (a file with `.yml` extension) to store a job or pipeline configuration in any of the project's Git repositories. The build system constantly monitors the
Git repositories and, when it detects a YAML file, creates or updates a job or a pipeline with the configuration specified in the YAML file.

Here's an example with a YAML file that configures a job:

```yaml
job:
  name: MyFirstYAMLJob
  vm-template: Basic Build Executor Template
  git:
      branch: main
      repo-name: origin
  steps:
    - shell:
      script: "echo Build Number: $BUILD_NUMBER"
    - maven:
      goals: clean install
      pom-file: "employees-app/pom.xml"
  after:
    - artifacts:
      include: "employees-app/target/*"
  settings:
    - discard-old:
      days-to-keep-build: 5
      builds-to-keep: 10
      days-to-keep-artifacts: 5
      artifacts-to-keep: 10
```

What Are YAML Files Used for in VB Studio?

All YAML files must reside in the .ci-build directory in the root directory of any hosted Git repository's main branch. YAML files in other branches will be ignored. Any text file that has a .yml file extension and resides in the main branch's .ci-build directory is considered to be a YAML configuration file. Each YAML file can contain configuration data for exactly one job or one pipeline. You can have YAML files in multiple Git repositories, or use a separate Git repository to host all your YAML configuration files. You cannot, however, use an external Git repository to host YAML files. Because these configuration files are stored using Git, you can track changes made to the job or pipeline configuration and, if a job or pipeline is deleted, you can use the configuration file to recreate it.

The build system constantly monitors the project's Git repositories. When it detects an update to a file with the .yml extension in the .ci-build directory of a Git repository's main branch, it scans the file to determine if it is a job or a pipeline, and creates or updates the corresponding job or pipeline. First, it verifies whether the job or the pipeline of the same name (as in the configuration file) exists on the Builds page. If the job or the pipeline exists, it's updated. If the name of the job or pipeline has changed in the configuration file, it's renamed. If the job or the pipeline doesn't exist, it's created.
Note:

Jobs and pipelines created with YAML can't be edited on the Builds page. They must be edited using YAML. Similarly, jobs and pipelines created on the Builds page can't be edited using YAML.

YAML stores data as a key-value pair in the field: value format. A hyphen (-) before a field identifies it as an array or a list. It must be indented to the same level as the parent field. To indent, always use spaces, not tabs. Make sure that number of indent spaces before a field name matches the number of indented spaces in the template. YAML is sensitive to number of spaces used to indent fields. Also, the field names in a YAML file are similar to the field names in the job configuration user interface:

```yaml
name: MyFirstYAMLJob
vm-template: Basic Build Executor Template
git:
  - url: "https://mydevcsinstance-mydomain/.../scm/employee.git"
steps:
  - shell:
    script: "echo Build Number: $BUILD_NUMBER"
  - maven:
    goals: clean install
    pom-file: "employees-app/pom.xml"
```

If you're editing a YAML file on your computer, always use a text editor with the UTF-8 encoding. Don't use a word processor.

Here are some additional points to consider about YAML files before you begin creating or editing them:

- The `name` field in the configuration file defines the job's or pipeline's name. If no name is specified, the build system creates a job or a pipeline with name as `<repo-name>_<name>`, where `repo-name` is the name of the Git repository where the YAML file is hosted and `<name>.yml` is the name of the YAML file. For example, if the YAML file's name is `MyYAMLJob` and it's hosted in the `YAMLJobs` Git repository, then the job's or pipeline's name would be `YAMLJobs_MyYAMLJob`. If you add the `name` field later, the job or pipeline will be renamed. Its access URL will also change.

- Each job's configuration must define the `vm-template` field.

- When you define a string value, you can use quotes, if necessary. If any string values contain special characters, always enclose the values with quotes. Here are some examples of special characters: `*, :, [], {}, &, ?, !, =, !, @, `.

  You can use single quotes (' ') or double quotes (" "). To include a single quote in a single quoted string, escape the single quote by prefixing it with another single quote. For example, to set `Don's job` in the `name` field, use `name=Don''s job` in your YAML file. To use a double quote in a double quoted string, escape the double quote with a backslash (\) character. For example, to set `My "final" job` in the `name` field, use `name=My \"final\" job` in your YAML file. There's no need to escape backslashes in a single quoted string.
• Named Password/Private Key parameters must be specified in the format
  `#{PSSWD_Docker}` surrounded by quotes, as shown in bold in the following example:

  ```yaml
  params:
  - string:
      name: myUserName
      value: "don.developer"
      description: My Username
  steps:
  - docker-login:
      username: $myUserName
      password: "#{PSSWD_Docker}"
  ```

  Password/Private Key parameters are specified using the format `$myPassword`, as shown in bold in the following example:

  ```yaml
  params:
  - string:
      name: myUserName
      value: "don.developer"
      description: My Username
  - password:
      name: myPwd
      password: #{PSSWD_Docker}
      description: Defining the build password
  steps:
  - docker-login:
      username: $myUserName
      password: $myPwd
  ```

• If you specify a field name but don’t specify a value, YAML assumes the value to be **null**. This can cause errors. If you don’t need to define a value for a field, you should remove the field name.

  For example, if you don’t want to define Maven goals and use the default **clean** **install**, remove the **goals** field. The following YAML code can cause error because **goals** isn’t defined:

  ```yaml
  steps:
  - shell:
      script: "echo Build Number: $BUILD_NUMBER"
  - maven:
      goals: "employees-app/pom.xml"
  ```

• You don’t need to define every one of the job’s fields in the YAML file. Just define the ones you want to configure or change from the default values, and make sure that you’re adding the parent field(s) when you define a child field:

  ```yaml
  steps:
  - maven:
      pom-file: "employees-app/pom.xml"
  ```

• To run a build of the job automatically when its Git repository is updated, use the **auto** field or set **build-on-commit** to **true**.

  For the current Git repository, using **auto** is equivalent to setting **build-on-commit** to **true**. So, don’t use **auto** and **build-on-commit**: true together.

  Here’s an example that uses **auto**:
name: MyFirstYAMLJob
vm-template: Basic Build Executor Template
auto:
  branch: patchset_1

If you use auto, don’t specify the Git repository URL. The job automatically tracks the Git repository where the YAML file is committed.

Here’s an example that uses build-on-commit:

name: MyFirstYAMLJob
vm-template: Basic Build Executor Template
git:
    branch: patchset_1
    build-on-commit: true

A commit when pushed to the patchset_1 branch triggers a build of the MyFirstYAMLJob job.

- To add comments in the configuration file, precede the comment with the pound sign (#):

steps:
  # Shell script
  - shell:
      script: "echo Build Number: $BUILD_NUMBER"

- On the Builds page, to configure an existing job or a pipeline, click its Configure button or icon. If the job or the pipeline was created in YAML, VB Studio opens the YAML file in the code editor on the Git page so you can view or edit the configuration.

- The branch value is dependent on the default branch of the repository that is specified in the YAML. If the head of the Git repository is main, then that is the default. If the head is master, then that will be the default.

  The default behavior has been dependent on the head of the Git repository. Until this release, though, that has always been master.

REST API for Accessing YAML Files

You can use an API testing tool, such as Postman, or curl commands to run REST API methods. To run curl commands, either download curl to your computer or use the Git CLI to run curl commands.

To create the REST API URL, you need your VB Studio user name and password, the base URL of your instance, the unique organization ID, and the project ID, which you can get from any of the project’s Git repository URLs.

In a Git repository URL, the project’s ID is located before /scm/<repo-name>.git. For example, if https://alex.admin%40example.com/mydevcsinstance-mydomain.developer.ocp.oraclecloud.com/mydevcsinstance-mydomain/s/mydevcsinstance-mydomain_my-project_123/scm/NodeJSFormatter.git is the Git repository’s URL in a project, the project’s unique ID will be mydevcsinstance-mydomain_my-project_123.
How Do I Validate a Job or Pipeline Configuration?

To validate a job (or pipeline) configuration, use this URL with the syntax shown, passing in the local (on your computer) YAML file as a parameter:


Here's an example with a curl command that validates a job configuration on a Windows computer:

curl -X POST -H "Content-Type: text/plain" --data-binary @d:/myApps/myPHPapp/.ci-build/my_yaml_job.yml -u alex.admin@example.com:My123Password https://mydevcsinstance-mydomain.developer.ocp.oraclecloud.com/myorg/rest/myorg_my-project_1234/cibuild/v1/yaml/validate

Here's an example with a curl command that validates a pipeline configuration on a Windows computer:

curl -X POST -H "Content-Type: text/plain" --data-binary @d:/myApps/myPHPapp/.ci-build/my_yaml_pipeline.yml -u alex.admin@example.com:My123Password https://mydevcsinstance-mydomain.developer.ocp.oraclecloud.com/myorg/rest/myorg_my-project_1234/cibuild/v1/yaml/validate

Create a Job or a Pipeline Without Committing the YAML File

You can create a job or pipeline without first committing its YAML file to your project's Git repository. To do so, use a URL with this syntax, passing in a local (on your computer) YAML file as a parameter:


VB Studio will read the YAML job (or pipeline) configuration and, if no errors are detected, create a new job (or pipeline). The job (or pipeline) must be explicitly named in the YAML configuration. After the job (or pipeline) has been created, you can edit its configuration on the Builds page. If errors are detected, the job (or pipeline) will not be created and the Recent Activities feed will display any error messages.

Here's an example that shows how to use a curl command with a YAML file on a Windows computer to create a job:

curl -X POST -H "Content-Type: text/plain" --data-binary @d:/myApps/myPHPapp/my_PHP_yaml_job.yml -u alex.admin@example.com https://mydevcsinstance-mydomain.developer.ocp.oraclecloud.com/myorg/rest/myorg_my-project_1234/cibuild/v1/yaml/import

You'll be prompted for the password:

Enter host password for user 'alex.admin':

How Do I Use YAML to Create or Configure a Job?

You can use YAML for creating a new job or configuring an existing one:
1. Clone the Git repository with the YAML file to your computer or to the location where you want to host it.

2. Create a file with the job's YAML configuration. See What Is the Format for a YAML Job Configuration?.

3. Save the file with the .yml extension in the .ci-build directory at the root of the cloned Git repository: .ci-build/my_yaml_job.yml

4. Validate the local YAML file. See How Do I Validate a Job or Pipeline Configuration?. Resolve any errors.

5. Commit and push the file to the project's Git repository.

6. Open the Project Home page and, in the Recent Activities Feed, verify that the YAML file’ and job were created.
   If there are any validation issues with the YAML file, a notification with a View Error link is displayed. Click the View Error link to review the error messages. Then update the YAML file and commit it again.

7. Click the job's name to open it in the Builds page.

You can create the job configuration file using the code editor on the Git page too:

![Image of code editor with YAML file.

If you create the YAML file this way, you won't be able to validate it without committing it first. Commit the file and check the Recent Activities Feed on the Project Home page for any errors.

What Is the Format for a YAML Job Configuration?

In a YAML job configuration, any field with a value of "" accepts a string value that is empty by default. "" is not a valid value for some fields, such as name, vm-template, and url. If you want a field to use its default value, remove the field from the YAML file.

When you configure a job, fields such as name, description, vm-template, and auto must precede groups like git, params, and steps.

Here's a job's YAML configuration format with the default values:

```yaml
job:
  name: ""
  description: ""
  vm-template: ""          # required
  auto: false              # deprecated - true implies branch: master;
otherwise, set branch explicitly
```

---

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Chapter 7
Configure Jobs and Pipelines with YAML
auto:
  branch: mybranch       # deprecated
# See Auto specification section below
  auto: mybranch
  commit
  auto: "*"              # automatically build any branch on commit
  auto:
    include:           # array of branches or branch patterns to
      include, for example
      - "*"            # automatically build any branch on commit
      except:          # array of exceptions (optional)
        - ""           # except these branches
  auto:
    exclude:          # array of branches or branch patterns to
      exclude
      - ""            # default exclude nothing (include
      everything)
      except:        # array of exceptions (optional)
        - ""         # but including these branches
    from-job: ""       # create job as copy of another job;
ignored after creation
for-merge-request: false
allow-concurrent: false  # if true, concurrent builds will be
allowed if necessary
disabled: false         # if true, job will not build
# disabled=true/false can be specified for
every item in the job below

git:
  - url: ""          # required
    branch: "master"  # branch: * is treated specially; see the
Auto build section above
  repo-name: "origin"
  local-git-dir: ""  
  refspec: ""
  included-regions: ""
  pattern, and exceptions
  excluded-regions: ""
  pattern, and exceptions
  trigger-when: INCLUDE
  file-pattern: ""
  file-pattern: ""
  # one of INCLUDE or EXCLUDE
  # default is "**/*" for INCLUDE or "" for
EXCLUDE
  exceptions: ""
  pattern
  excluded-users: ""
  merge-branch: ""
  config-user-name: ""
  config-user-email: ""
  merge-from-repo: false
  merge-repo-url: ""
  checkout-revision: ""
  prune-remote-branches: false
  skip-internal-tag: true
clean-after-checkout: false
update-submodules: false
use-commit-author: false
wipeout-workspace: false
build-on-commit: false

# When build-on-commit: true, the "auto" branch
can be specified as follows:
include:
    # A list of branches to include
    - "*"                  # Branch name, wildcard like "*" or regular
    # Branch name, wildcard like "*" or regular
expressions like /.*/ are allowed
except:
    # Except do not include the branches in this list
    - "/^patchset_/"       # Branch name, example regular expression shown
    # Or
exclude:
    # A list of branches to exclude (all branches not
    # excluded are included)
    - "/^patchset_/"       # Branch name, example regular expression shown
    except:
    # Except do not exclude the branches in this list
    - patchset_21_07_0     # Branch name, example literal branch name shown

params:
    # boolean, choice, and string parameters can be specified as string values
    # of the form - NAME=VALUE
    #   the VALUE of a boolean parameter must be true or false, e.g., -
    # BUILD_ALL=true
    #   the VALUE of a choice parameter is a comma-separated list, e.g., -
    # PRIORITY=NORMAL,HIGH,LOW
    #   the VALUE of a string parameter is anything else, e.g., - URL=https://
github.com
    # Alternatively, parameters can be specified as objects:
    - boolean:
        name: ""                # required
        value: true             # required
        description: ""
    - choice:
        name: ""                # required
        description: ""
        choices: []             # array of string value choices; at least one
        required
    - merge-request:
        params:
            # required
            GIT_REPO_BRANCH=""   
            GIT_REPO_URL=""     
            MERGE_REQ_ID=""     
        # one of password or private-key is required
        # recommended to use named password/private
        password:
            name: ""            # required
        private-key: ""         # required
        description: ""
    - string:
        name: ""                # required
        value: ""               # required
        description: ""
before:
- add-param:
  parameter-name: "" # required - name of added parameter
  file-path: "" # required - file that contains value of parameter
  sensitive: false # true if sensitive, e.g., password or private key
- add-params:
  parameter-name: "" # required - name of added parameter
  file-path: "" # required - file that contains one or more lines of the format
    NAME=value
- copy-artifacts:
  from-job: ""
  build-number: 1 # requires which-build:
  SPECIFIC_BUILD
    artifacts-to-copy: ""
    target-dir: ""
    which-build: "LAST_SUCCESSFUL" # other choices:
    LAST_KEEP_FOR_EVER, UPSTREAM_BUILD, SPECIFIC_BUILD, PERMALINK,
    PARAMETER
    last-successful-fallback: false
    permalink: "LAST_SUCCESSFUL" # other choices: LAST,
    LAST_SUCCESSFUL, LAST_FAILED, LAST_UNSTABLE, LAST_UNSUCCESSFUL
    # other choices require which-build: PERMALINK
    param-name: "BUILD_SELECTOR" # requires which-build: PARAMETER
    flatten-dirs: false
    optional: false
- npm-registry-setup:
  use-current-project-registry: true # true to use current project's Built-in NPM registry
  connection: "" # required if use-current-project-registry is false and connection is empty
  username: "" # required if registry at registry-url requires authentication
  password: "" # required if username is specified
  registry-url: "" # required if use-current-project-registry is false and registry-url is empty
  custom-npmrc: "" # optional path to a custom .npmrc from the workspace
- oracle-maven:
  connection: "" # required if otn-login or otn-password is empty
  otn-login: ""
  otn-password: ""
  server-id: ""
  settings-xml: ""
- security-check:
  perform-analysis: false # true to turn on security
dependency analyzer of maven builds
create-issues: false # true to create issue for every
affected pom file
fail-build: false # true to fail build if vulnerabilities detected
severity: "low" # low (CVSS >= 0.0), medium (CVSS >= 4.0), high (CVSS >= 7.0)
certainty: "low" # low, medium, high, highest
for Default
component: "" # required if create-issues true; "1"
for Default
- ssh:
  config:
  private-key: "" # optional if ssh-tunnel: password
  public-key: ""
  passphrase: ""
  server-public-key: "" # leave empty to skip host verification
  setup-ssh: true. # true if setup files in ~/.ssh for cmd line tools
  ssh-tunnel: false
  username: "" # required if ssh-tunnel true
  password: "" # optional if ssh-tunnel true and
  local-port: 0 # required if ssh-tunnel true
  remote-host-name: "localhost" # optional if ssh-tunnel true
  remote-port: 0 # required if ssh-tunnel true
  ssh-host-name: "" # required if ssh-tunnel true (name or IP)
- sonarqube-setup:
  sonar-server: "" # required Server Name as configured in Builds admin
- xvfb:
  display-number: "0"
  screen-offset: "0"
  screen-dimensions: "1024x768x24"
  timeout-in-seconds: 0
  more-options: "-nolisten inet6 +extension RANDR -fp /usr/share/X11/fonts/misc"
  log-output: true
  shutdown-xvfb-after: true
steps:
- cancel-configuration-set:
  configuration-set-id: "" # required
  environment-name: "" # required
  service-name: "" # required
  username: # required
  password: # required
- ant:
  build-file: ""
  targets: ""
  properties: ""
  java-options: ""
- application-ext-packaging:
  build-artifact: "extension.vx" # optional, defaults to 'extension.vx'
  version: ""
- application-ext-delete:
  v2: # true for V2 app extensions;
false for V1 (default: false)
app-id: # required for V1 app
  extensions; unused for V2
  extension-id: # required
  extension-version: # required
  environment-name: # required
  service-name: # required
  username: # required
  password: # required
- apply-configuration-set:
  configuration-set-id: "" # required
  environment-name: "" # required
  service-name: "" # required
  username: # required
  password: # required
- bmccli:
  private-key: "" # required
  user-ocid: "" # required
  fingerprint: "" # required
  tenancy: "" # required
  region: "us-phoenix-1" # current valid regions are: us-phoenix-1, us-ashburn-1, eu-frankfurt-1, uk-london-1
# more may be added - check OCI
configuration
- docker-certificate:
  registry-host: "" # required
  certificate: "" # required
- docker-build:
  with software bundle 'Docker'
  source: "DOCKERFILE" # other choices: DOCKERTEXT, URL
  path: "" # docker file directory in workspace
  docker-file: "" # Name of docker file; if empty use Dockerfile
  options: ""
  image:
    registry-host: ""
    registry-id: ""
    image-name: "" # required
    version-tag: ""
    docker-text: "" # required if source: DOCKERTEXT
otherwise not allowed
context-root-url: "" # required if source: URL otherwise not allowed
allowed
- docker-image:
  options: ""
  image:
    registry-host: ""
    registry-id: ""
    image-name: ""
    version-tag: ""
- docker-load:
  input-file: "" # required
- docker-login:
```yaml
- docker-pull:
  options: ""
  timeout: null # timeout pull request, in minutes
  image:
    registry-host: "" # required
    registry-id: ""
    image-name: "" # required
    version-tag: ""
- docker-push:
  options: ""
  image:
    registry-host: "" # required
    registry-id: ""
    image-name: "" # required
    version-tag: ""
- docker-rmi:
  remove: "NEW" # other options: ONE, ALL
  options: ""
  image:
    registry-host: "" # only if remove: ONE
    registry-id: ""
    image-name: "" # required
    version-tag: ""
- docker-save:
  output-file: # required
  image:
    registry-host: "" # if omitted Docker Hub is assumed
    registry-id: ""
    image-name: "" # required
    version-tag: ""
- docker-tag:
  source-image:
    registry-host: "" # required
    registry-id: ""
    image-name: "" # required
    version-tag: ""
  target-image:
    registry-host: "" # required
    registry-id: ""
    image-name: "" # required
    version-tag: ""
- docker-version:
  options: ""
- export-configuration-set:
  sandbox-name: "" # required
  description: ""
  id-parameter-name: "CONFIGURATION_SET_ID" # optional, defaults to 'CONFIGURATION_SET_ID'
  include-all-modules: false # Comma-separated list of (zero or more) Optional Module names or codes, eg. "CRM,BI"
  move-all-changes: false
```
skip-target-check: false
environment-name: ""  # required
service-name: ""  # required
username:  # required
password:  # required

- fn-build:
  build-args: ""
  work-dir: ""
  use-docker-cache: true
  verbose-output: false
  registry-host: ""
  username: ""

- fn-bump:
  work-dir: ""
  bump: "--patch"  # other choices: "--major", "--minor"

- fn-deploy:
  deploy-to-app: ""  # required
  build-args: ""
  work-dir: ""
  deploy-all: false
  verbose-output: false
  use-docker-cache: true
  no-version-bump: true
  do-not-push: true
  registry-host: ""
  username: ""
  api-url: ""  # required

- fn-oci:
  compartment-id: ""  # required
  provider: ""

# Note: the passphrase field is no longer required nor allowed

- fn-push:
  work-dir: ""
  verbose: false
  registry-host: ""
  username: ""

- fn-version: {}

- gradle:
  use-wrapper: false
  wrapper-gradle-version: ""  # ignored unless use-wrapper: true

make-executable: false  # ignored unless use-wrapper: true, then default true

executable: true if wrapper doesn't already exist  # must set make-executable:

'gradlew' wrapper

from-root-build-script-dir: false  # ignored unless use-wrapper: true

root-build-script: ""

build-script-dir: true; script directory tasks: "clean build"

build-file: "build.gradle"

switches: ""
use-workspace-as-home: false
description: ""  # if true sonarqube-setup must be configured
use-sonar: false
- import-configuration-set:
  configuration-set-id: ""  # required
ignore-unpublished-sandboxes: false
environment-name: ""  # required
service-name: ""  # required
username: ""  # required
password: ""  # required
- maven:
  goals: "clean install"
pom-file: "pom.xml"
private-repo: false
private-temp-dir: false
offline: false
show-errors: false
recursive: true
profiles: ""
properties: ""
verbosity: NORMAL  # other choices: DEBUG, QUIET
checksum: NORMAL  # other choices: STRICT, LAX
snapshot: NORMAL  # other choices: FORCE, SUPPRESS
projects: ""
resume-from: ""
fail-mode: NORMAL  # other choices: AT_END, FAST, NEVER
make-mode: NONE  # other choices: DEPENDENCIES,
threading: ""
jvm-options: ""
use-sonar: false
- nodejs:
  source: SCRIPT  # other choice: FILE
  file: ""
  script: ""
  - oic-delete-integration:
    environment-name: ""  # required, identifies the environment
  containing the OIC instance
  service-name: ""
  operation
  username: ""  # required
  password: ""  # required
  identifier: ""  # required, the uppercase integration identifier
  version: ""
- oic-delete-package:
  environment-name: ""  # required, identifies the environment
  containing the OIC instance
  service-name: ""
  operation
  username: ""  # required
  password: ""  # required
  package-name: ""  # required, the name of the package
to delete
  deactivate-integrations: false  # if true, automatically
deactivate integrations before deleting package
- oic-export-integration:
  environment-name: ""          # required, identifies the
  environment containing the OIC instance
  service-name: ""              # required, the OIC instance
  for the operation
  username: ""                  # required
  password: ""                  # required
  identifier: ""                # required, the uppercase
  integration identifier
  version: ""                   # required, the integration
  version
  include-recording-flag: false
- oic-export-package:
  environment-name: ""          # required, identifies the
  environment containing the OIC instance
  service-name: ""              # required, the OIC instance
  for the operation
  username: ""                  # required
  password: ""                  # required
  package-name: ""              # required, the name of the
  package to export
  include-recording-flag: false
- oic-import-integration:
  environment-name: ""          # required, identifies the
  environment containing the OIC instance
  service-name: ""              # required, the OIC instance
  for the operation
  username: ""                  # required
  password: ""                  # required
  integration-archive: ""       # required, the filename of the
  integration archive file (<IDENTIFIER>_<VERSION>.iar)
  include-recording-flag: false
  activate: false               # see https://
  docs.oracle.com/en/cloud/paas/integration-cloud/integrations-user/
  activate-integration.html
  oracle-recommends-flag: true
  record-enabled-flag: false
  tracing-enabled-flag: false
  payload-tracing-enabled-flag: false
- oic-import-package:
  environment-name: ""          # required, identifies the
  environment containing the OIC instance
  service-name: ""              # required, the OIC instance
  for the operation
  username: ""                  # required
  password: ""                  # required
  package-archive: ""           # required, the filename of the
  package archive file (<packagename>.par)
  include-recording-flag: false
- oracle-deployment:                 # currently Visual
  Applications, Application Extensions, and JCS using REST are supported
  environment-name: ""          # required, scopes the service-
name
  service-name: ""    # required, the service instance type
determines the deployment type
  username: ""    # required if Visual Application or
Application Extension deployment
then it is the weblogic username
  password: ""    # required if Visual Application or
Application Extension deployment
weblogic user's password
  application-version: ""    # optional if Visual Application
(defaults from visual-application.json), else n/a
  application-profile: ""    # optional if Visual Application,
else n/a
  include-application-version-in-url: true  # required if Visual
Application, other choice: false
  data-management: "KEEP_EXISTING_ENVIRONMENT_DATA"    # required if
Visual Application, other choice: "USE_CLEAN_DATABASE"
sources: ""    # optional if Visual Application
(defaults to build/sources.zip), else unused
  build-artifact: ""    # optional if Visual Application
(defaults to build/built-assets.zip), else unused
application-name: ""    # required if JCS, else n/a
weblogic-version: ""    # required if JCS (one of 12.2.x or
12.1.x)
  https-port: "7002"    # required if JCS
  protocol: "REST"    # required if JCS (one of REST,
REST1221, SSH)
targets: ""    # required if JCS, one or more names
of target service or cluster, comma-separated
  psmcli:
    username: ""    # required
    password: ""    # required
    identity-domain: ""    # required
    region: US    # other choice: EMEA
    output-format: JSON    # other choice: HTML
  - restore-configuration-set:
    configuration-set-id: ""    # required
    environment-name: ""    # required
    service-name: ""    # required
    username:            # required
    password:
  - shell:
    script: ""
    xtrace: true
    verbose: false    # both verbose and xtrace cannot be
true
    use-sonar: false    # if true sonarqube-setup must be
configured
  - sqlcl:
    username: ""    # required
    password: ""
credentials-file: ""
connect-string: ""
source: SQLFILE # other choice: SQLTEXT
sql-file: "" # only if source: SQLFILE
sql-text: "" # only if source: SQLTEXT
role: DEFAULT # other choices: SYSDBA, SYSBACKUP, SYSKM, SYSASM
restriction-level: DEFAULT # other choices: LEVEL_1, LEVEL_2, LEVEL_3, LEVEL_4

- vbappops-export-data:
  environment-name: # required
  service-instance: # required
  vb-project-id: # required
  vb-project-version: # required
  username: # required
  password: # required
  app-data-file: # required

- vbappops-import-data:
  environment-name: # required
  service-instance: # required
  vb-project-id: # required
  vb-project-version: # required
  username: # required
  password: # required
  app-data-file: # required

- vbappops-lock-app:
  environment-name: # required
  service-instance: # required
  vb-project-id: # required
  vb-project-version: # required
  username: # required
  password: # required

- vbappops-unlock-app:
  environment-name: # required
  service-instance: # required
  vb-project-id: # required
  vb-project-version: # required
  username: # required
  password: # required

- vbappops-undeploy-app:
  environment-name: # required
  service-instance: # required
  vb-project-id: # required
  vb-project-version: # required
  username: # required
  password: # required

- vbappops-rollback-app:
  environment-name: # required
  service-instance: # required
  vb-project-id: # required
  vb-project-version: # required
  username: # required
  password: # required

- visual-app-packaging:
  sources: "build/sources.zip" # optional, defaults to 'build/
sources.zip'
    build-artifact: "build/built-assets.zip" # optional, defaults to 'build/built-assets.zip'
    optimize: true # boolean
after:
- artifacts:
  include: "" # required
  exclude: ""
  maven-artifacts: false
  include-pom: false # ignored unless maven-artifacts: true
  export-param:
    # Add a parameter after git before rest of build
  parameter-name: "" # required - name of added parameter
  file-path: "" # required - file that contains value of parameter
  sensitive: false # true if sensitive, e.g., password or private key
- export-params:
  (cannot be used to add password parameters)
  file-path: "" # required - file that contains one or more lines of the format # NAME=value
- git-push:
  push-on-success: false
  merge-results: false
  tag-to-push: ""
  create-new-tag: false
  tag-remote-name: "origin"
  branch-to-push: ""
  branch-remote-name: "origin"
  local-git-dir: ""
- javadoc:
  javadoc-dir: "target/site/apidocs"
  retain-for-each-build: false
- junit:
  include-junit-xml: "**/surefire-reports/**.xml"
  exclude-junit-xml: ""
  keep-long-stdio: false
  organize-by-parent: false
  fail-build-on-test-fail: false
  archive-media: true
- sonarqube:
  # sonarqube-setup must be configured
  replace-build-status: true # Apply SonarQube quality gate status as build status
  archive-analysis-files: false
settings:
- abort-after:
  hours: 0
  minutes: 0
  fail-build: false
- build-retry:
  build-retry-count: 5
  git-retry-count: 5
- discard-old:
days-to-keep-build: 0
bUILds-TO-KEEP: 100
days-TO-KEEP-ARTIFACTS: 0
artifacts-TO-KEEP: 20
- git-poll:
  cron-pattern: "0/30 * * * * #Every 30 minutes"
- log-size:
  max: 50 # megabytes
- logger-timestamp:
  timestamp: true
- periodic-build:
  cron-pattern: "0/30 * * * * #Every 30 minutes"
- quiet-period:
  seconds: 0
- versions:
  version-map:
    Java: "8" # For templates the options (with defaults
    wrapped in ‘*’ chars) are
    # Java: 7, *8*, 11, 15, 8 (GraalVM)
    # For the Built-in (Free) slaves, the options
    are
    # Java: 7, *8*, 11, or 13
    # nodejs: 0.12, 8, or *10*
    # python3: 3.5, or *3.6*
    # soa: 12.1.3, or *12.2.1.1*

YAML Job Configuration Examples

Here are several examples of YAML job configurations:

<table>
<thead>
<tr>
<th>Job Configuration</th>
<th>YAML Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>This configuration creates a job</td>
<td>job:</td>
</tr>
<tr>
<td>that runs Maven goals then</td>
<td>name: MyFirstYAMLJob</td>
</tr>
<tr>
<td>archives the artifacts:</td>
<td>vm-template: Basic Build Executor Template</td>
</tr>
<tr>
<td>• Job Name: MyFirstYAMLJob</td>
<td>git:</td>
</tr>
<tr>
<td>• Job’s Build Executor Template:</td>
<td>- url: &quot;<a href="https://mydevcsinstance-">https://mydevcsinstance-</a></td>
</tr>
<tr>
<td>Basic Build Executor Template</td>
<td>mydomain/.../scm/employee.git&quot;</td>
</tr>
<tr>
<td>• Git repository: employee.git</td>
<td>steps:</td>
</tr>
<tr>
<td>• Maven step:</td>
<td>- maven:</td>
</tr>
<tr>
<td>- Goals: clean install</td>
<td>- goals: clean install</td>
</tr>
<tr>
<td>- POM file: employees-app/pom.xml</td>
<td>- pom-file: &quot;employees-app/pom.xml&quot;</td>
</tr>
<tr>
<td>• After build action:</td>
<td>after:</td>
</tr>
<tr>
<td>- Archived artifacts: employees-</td>
<td>- artifacts:</td>
</tr>
<tr>
<td>app/target/*</td>
<td>- include: &quot;employees-app/target/*&quot;</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Job Configuration</td>
<td>YAML Code</td>
</tr>
<tr>
<td>---------------------------------------------------------------------------------</td>
<td>---------------------------------------------------------------------------</td>
</tr>
<tr>
<td>This configuration creates a job to run Docker steps that log in, build, and push an image to the OCI Registry:</td>
<td>job:</td>
</tr>
<tr>
<td>- Job Name: MyDockerJob</td>
<td>name: MyDockerJob</td>
</tr>
<tr>
<td>- Job’s Build Executor Template: Docker and Node.js Template</td>
<td>description: Job to build and push a Node.js image to OCI Registry</td>
</tr>
<tr>
<td>- Job Description: Job to build and push a Node.js image to the OCI Registry</td>
<td>vm-template: Docker and Node.js Template</td>
</tr>
<tr>
<td>- Git Repository: NodeJSMicroDocker.git</td>
<td>git:</td>
</tr>
<tr>
<td>- Docker steps:</td>
<td>steps:</td>
</tr>
<tr>
<td>- Docker registry host: iad.ocir.io</td>
<td>- docker-login:</td>
</tr>
<tr>
<td>- Username: myoci/ociuser</td>
<td>registry-host: &quot;<a href="https://iad.ocir.io">https://iad.ocir.io</a>&quot;</td>
</tr>
<tr>
<td>- Password: My123Password</td>
<td>username: &quot;myoci/ociuser&quot;</td>
</tr>
<tr>
<td>- Image name: myoci/ociuser/mynodejsimage</td>
<td>password: My123Password</td>
</tr>
<tr>
<td>- Proxy options: --build-arg https_proxy=<a href="http://my-proxy-server:80">http://my-proxy-server:80</a></td>
<td>- docker-build:</td>
</tr>
<tr>
<td></td>
<td>source: &quot;DOCKERFILE&quot;</td>
</tr>
<tr>
<td></td>
<td>options: &quot;--build-arg https_proxy=<a href="https://my-proxy-server:80">https://my-proxy-server:80</a>&quot;</td>
</tr>
<tr>
<td></td>
<td>image:</td>
</tr>
<tr>
<td></td>
<td>image-name: &quot;myoci/ociuser/mynodejsimage&quot;</td>
</tr>
<tr>
<td></td>
<td>version-tag: &quot;1.8&quot;</td>
</tr>
<tr>
<td></td>
<td>registry-host: &quot;<a href="https://iad.ocir.io">https://iad.ocir.io</a>&quot;</td>
</tr>
<tr>
<td></td>
<td>path: &quot;mydockerbuild/&quot;</td>
</tr>
<tr>
<td></td>
<td>- docker-push:</td>
</tr>
<tr>
<td></td>
<td>image:</td>
</tr>
<tr>
<td></td>
<td>registry-host: &quot;<a href="https://iad.ocir.io">https://iad.ocir.io</a>&quot;</td>
</tr>
<tr>
<td></td>
<td>image-name: &quot;myoci/ociuser/mynodejsimage&quot;</td>
</tr>
<tr>
<td></td>
<td>version-tag: &quot;1.8&quot;</td>
</tr>
<tr>
<td></td>
<td>- docker-image:</td>
</tr>
<tr>
<td></td>
<td>options: &quot;--all&quot;</td>
</tr>
</tbody>
</table>
This configuration creates a job that uses SQLcl to run SQL commands and a script:

- **Job Name:** RunSQLJob
- **Job's Build Executor Template:** Basic Build Executor Template
- **SQL steps:**
  - Username: dbuser
  - Password: My123Password
  - Connect string: myserver.oracle.com:1521:db1234
  - SQL commands:
    - CD /home
    - select * from Emp
  - SQL script file: sqlcl/simpleselect.sql

---

```yaml
job:
  name: RunSQLJob
  vm-template: Basic Build Executor Template
  steps:
  - sqlcl:
     username: dbuser
     password: My123Password
     connect-string: "myserver.oracle.com:1521:db1234"
     sql-text: "CD /home
select * from Emp"
     source: "SQLTEXT"
  - sqlcl:
     username: dbuser
     password: My123Password
     connect-string: "myserver.oracle.com:1521:db1234"
     sql-file: "sqlcl/simpleselect.sql"
     source: "SQLFILE"
```
<table>
<thead>
<tr>
<th>Job Configuration</th>
<th>YAML Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>This configuration creates a job that runs Maven goals and archives the artifacts:</td>
<td>job:</td>
</tr>
<tr>
<td>• Job Name: MyADFApp</td>
<td>name: MyADFApp</td>
</tr>
<tr>
<td>• Job's Build Executor Template: JDev and ADF Template</td>
<td>vm-template: JDev and ADF Build Executor Template</td>
</tr>
<tr>
<td>• Git Repository: ADFApp.git</td>
<td>auto:</td>
</tr>
<tr>
<td>• Run a build on a push update to the patchset_1 branch: Yes</td>
<td>branch: &quot;patchset_1&quot;</td>
</tr>
<tr>
<td>• Git repository branch: patchset_1</td>
<td>git:</td>
</tr>
<tr>
<td>- Files to track for changes: myapp/src/main/web/*.java</td>
<td>- url: &quot;<a href="https://mydevcsinstance-mydomain/.../scm/ADFApp.git">https://mydevcsinstance-mydomain/.../scm/ADFApp.git</a>&quot;</td>
</tr>
<tr>
<td>- Files to ignore for changes: myapp/src/main/web/*.gif</td>
<td>branch: patchset_1</td>
</tr>
<tr>
<td>- Remove untracked files before running a build: Yes</td>
<td>build-on-commit: true</td>
</tr>
<tr>
<td>- Display the commit author in the log: Yes</td>
<td>included-regions: &quot;myapp/src/main/web/*.java&quot;</td>
</tr>
<tr>
<td>• Copy artifacts from another job:</td>
<td>excluded-regions: &quot;myapp/src/main/web/*.gif&quot;</td>
</tr>
<tr>
<td>ADFDependencies</td>
<td>clean-after-checkout: true</td>
</tr>
<tr>
<td>• Oracle Maven Repository connection:</td>
<td>before:</td>
</tr>
<tr>
<td>- OTN username: <a href="mailto:alex.admin@example.com">alex.admin@example.com</a></td>
<td>- copy-artifacts:</td>
</tr>
<tr>
<td>- OTN password: My123Password</td>
<td>from-job: ADFDependencies</td>
</tr>
<tr>
<td>• Maven step</td>
<td>artifacts-to-copy: adf-dependencies.war</td>
</tr>
<tr>
<td>- Goals: clean install package</td>
<td>- oracle-maven:</td>
</tr>
<tr>
<td>- POM file: WorkBetterFaces/pom.xml</td>
<td>otn-login: &quot;<a href="mailto:alex.admin@example.com">alex.admin@example.com</a>&quot;</td>
</tr>
<tr>
<td>• After build steps:</td>
<td>otn-password: My123Password</td>
</tr>
<tr>
<td>- Artifacts to archive: WorkBetterFaces/target/*.ear</td>
<td>steps:</td>
</tr>
<tr>
<td>• Other settings</td>
<td>- maven:</td>
</tr>
<tr>
<td>- Java version: 17</td>
<td>goals: clean install package</td>
</tr>
<tr>
<td>- Discard old builds: Yes</td>
<td>pom-file: &quot;WorkBetterFaces/pom.xml&quot;</td>
</tr>
<tr>
<td>• Number of builds to keep: 50</td>
<td>after:</td>
</tr>
<tr>
<td>• Number of builds to keep: 10</td>
<td>- artifacts:</td>
</tr>
<tr>
<td>• Periodic build trigger:</td>
<td>include: &quot;WorkBetterFaces/target/*.ear&quot;</td>
</tr>
<tr>
<td>• Hour: 2</td>
<td>settings:</td>
</tr>
<tr>
<td>• Minutes: 30</td>
<td>general:</td>
</tr>
<tr>
<td>• Build retry count: 5</td>
<td>- discard-old:</td>
</tr>
<tr>
<td>• SCM retry count: 10</td>
<td>days-to-keep-build: 50</td>
</tr>
<tr>
<td>• Abort if the build is stuck: 1 hour</td>
<td>builds-to-keep: 10</td>
</tr>
<tr>
<td></td>
<td>software:</td>
</tr>
<tr>
<td></td>
<td>- versions:</td>
</tr>
<tr>
<td></td>
<td>version-map:</td>
</tr>
<tr>
<td></td>
<td>Java: 17</td>
</tr>
<tr>
<td></td>
<td>triggers:</td>
</tr>
<tr>
<td></td>
<td>- git-poll:</td>
</tr>
<tr>
<td></td>
<td>cron-pattern: &quot;0/30 5 * 2 *&quot;</td>
</tr>
<tr>
<td></td>
<td>advanced:</td>
</tr>
<tr>
<td></td>
<td>- abort-after:</td>
</tr>
<tr>
<td></td>
<td>hours: 1</td>
</tr>
<tr>
<td></td>
<td>- build-retry:</td>
</tr>
<tr>
<td></td>
<td>build-retry-count: 5</td>
</tr>
<tr>
<td></td>
<td>git-retry-count: 10</td>
</tr>
</tbody>
</table>
How Do I Use YAML to Create or Configure a Pipeline?

You can use YAML for creating a new pipeline or configuring an existing one:

1. Clone the Git repository with the YAML file, to your computer or to the location where you want host it.
2. Create a file with the pipeline's YAML configuration.
3. Save the file with the `.yml` extension in the `.ci-build` directory at the root of the cloned Git repository: `.ci-build/my_yaml_pipeline.yml`
4. Validate the local YAML file. See How Do I Validate a Job or Pipeline Configuration?

    Resolve any issues, if any were reported.
5. Commit and push the file to the project's Git repository.
6. Open the Project Home page and, in the Recent Activities Feed, verify the notification about the YAML file. You should see notifications that the YAML file and pipeline were created.

    If there were any issues with the YAML file, a notification with a View Error link would be displayed. Click the View Error link to download a JSON file with the error messages. Review the error, update the YAML file, and commit the file again.
7. To view the pipeline, go to the Builds page and open the Pipelines tab:

    • To run a build of the pipeline's jobs, click Build.
    • To view its instances, click the pipeline's name. To edit its YAML configuration, click Configure.

What Is the Format for a YAML Pipeline Configuration?

Here's a pipeline's configuration with the default values in YAML format:

```
pipeline:
  name: "" # pipeline name - if omitted, name is constructed from repository and file name
  description: "" # pipeline description
  auto-start: true # automatically start pipeline if any job in pipeline is run
  manually started # if false, pipeline will start only if
  activated # or a trigger action item is
    auto-start: # implied true
    triggers-only: false # if true, autostart only for jobs that have no preceding jobs
    allow-external-builds: true # jobs in pipeline can run independently while pipeline is running
    periodic-trigger: "" # cron pattern with 5 elements (minute, hour, day, month, year)
```

Chapter 7
Configure Jobs and Pipelines with YAML
with the Start item) periodically triggers:

- periodic:
  name: ""
  trigger name; may not be "Start"
  cron-pattern: ""
  Hour Day Month Year, e.g., "? 0 * * *"
  activated if changes detected in branch
  exclude-users: ""

- poll:
  name: ""
  trigger name; may not be "Start"
  cron-pattern: ""
  url: ""
  branch: ""
  activated if changes detected in branch
  exclude-users: ""

- commit:
  name: ""
  trigger name; may not be "Start"
  url: ""
  branch: ""
  branch patterns to include; branch name,
  wildcard or regex
  activated if changes detected in branch
  exclude-users: ""

# define trigger action items of periodic, poll, or commit types
# there may be one or more of each type
# define trigger action item of periodic type; build pipeline every so often
# required, trigger name - must be unique
# define trigger action item of poll type;
# required, trigger name - must be unique
# required, cron pattern as above
# required, git repository URL
# required, git repository branch - trigger
# user identifier of committer to ignore
# if more than one user, use multi-line text, one user per line
# activate only if change to files in file-pattern; alternative EXCLUDE
# if EXCLUDE, activate only for change to files not in file-pattern
# file(s) to INCLUDE/EXCLUDE; may be ant or wildcard-style file/folder pattern
# if more than one pattern, use multi-line text, one pattern per line
# for example...
# exceptions to file-pattern above
# if more than one exception file pattern,
# Example of multi-line pattern - note that these lines can't have comments, as they would be part of text
file-pattern: |
| README*
| *.sql

# define trigger action item of commit type;
# required, trigger name - must be unique
# required, git repository URL for local project repository
# git repository branch name
# required: must specify branch or include/exclude branch patterns
# branch patterns to include; branch name,
# wildcard or regex
# branch patterns to ignore; specify either
# if more than one pattern, use multi-line text, one pattern per line
# if more than one pattern, use multi-line
text, one pattern per line
except: ""  # branch pattern exceptions to include
or exclude above
# if more than one pattern, use multi-line text, one pattern per line
exclude-users: ""  # user identifier of committer to ignore
# if more than one user, use multi-line text, one user per line
exclude-users: ""
# activate only if change to files in change to files not in file-pattern
file-pattern: ""  # file(s) to INCLUDE/EXCLUDE; may be ant or wildcard-style file/folder pattern
# if more than one pattern, use multi-line text, one pattern per line
file-pattern: ""
# exceptions to file-pattern above
exceptions: ""  # exceptions to file-pattern above
# if more than one exception file pattern, use multi-line text, one pattern per line
exceptions: ""
# required begins an array of job names, or parallel, sequential, or on groups
start:                       # this job runs first, and so on (start is a sequential group)
- JobName                    # this job runs first, and so on (start is a sequential group)

# Groups:
- parallel:                  # items in group run in parallel
- sequential:                # items in group run sequentially
- on succeed,fail,test-fail: # items in group run sequentially if preceding job result matches condition
# can specify one or more of conditions:
#   succeed (success), fail (failure),
#   test-fail (post-fail)

# Examples:
- parallel:                  # jobs A, B and C run in parallel, job D runs after they all finish
  - A
  - B
  - C
  - D
  - on succeed:               # if job D succeeds, E builds,
    # otherwise F builds
  - E
  - on fail, test-fail:       # if job D succeeds, E builds,
    - F

start:                       # Jobs that trigger pipelines can be specified.
- trigger:                   # A trigger section appears before the job(s) it triggers
  - JobA                     # trigger is a "parallel" second - JobA and JobB are independent
  - JobB                     # trigger is a "parallel" second - JobA and JobB are independent
  - JobName                  # This job runs first. It can be started when the pipeline is run, or if
    # either of the trigger jobs JobA or JobB is built successfully.
start:
- A
- parallel:
  - B
  - sequential:
  - trigger:
    - Trigger1
    - C
  - trigger:
    - Trigger2
    - D
- trigger:

# A trigger cannot appear in a parallel section
# The jobs triggered are the next in sequence
# But can appear anywhere in a sequential section
# A trigger at the end of the start section
# not connected to anything that precedes it.
# on sections can "join" - like an if/then/
else followed by something else
start:
- A
- on fail:
  - F
  # If A fails, build F
- on test-fail:
  - T
  # If the tests for A fail, build T
- on succeed:
  - <continue>
  # If A succeeds, fall through to whatever follows the on conditions for A
- B
  # B is built if A, F, or T succeed
  # A job run in parallel (or conditionally)

# can end the chain
start:
- A
- parallel:
  - B
  - C
  - end:
    - D
  - E
  # There is no arrow from D
  # E is run if B and C succeed

start:
- A
- on fail:
  - end:
    - F
    # If A fails, build F and end the pipeline
- on test-fail:
  - T
  # If the tests for A fail, build T
- on succeed:
  - <continue>
  # If A succeeds, fall through to whatever follows the on conditions for A
- B  # B is built if A or T succeed
- ----------------------------------------
----- # Not all pipelines you can draw can be
represent in hierarchical form as above.
    # To allow a YAML definition of any
pipeline graph, you can use a graph notation
    # similar to the digraph representation
supported by Dot/GraphViz.

triggers above can be written as a graph.

    # (Both graph: and start: cannot be
used in the same pipeline.)
    - JobA -> JobName
    - JobB -> JobName
    - <Start> -> JobName

    # There is a link from JobA to JobName
    # There is a link from JobB to JobName
    # The representation <Start> distinguishes the special "Start" node that
    # appears in every pipeline from a job
    # named Start.

    # Conditional links can be represented
    using the ? and a list of one or more conditions.

above beginning with 'parallel' can be represented as:

    # Any combination of succeed (success),
fail (failure), or test-fail (post-fail)
    # can be written in a comma-separated
list after the question mark.

    # Not every graph that can be specified
in this way is a valid pipeline.

    # For example, graphs with cycles are
not allowed.

    # "Joins" like the A, B, C converging
on D above only work (D gets built)
    # if all of A, B, and C succeed. If,
for example, B fails, D will not be built.
    # However, joins on nodes that are
directly downstream from [Start] are a
    # special case. If any job triggers
these nodes, they will be run.  
# This special case allows the triggers:  
# (This is not new behavior in 22.01.0.)

section to work as expected.

graph:
- <Start> -> A
- <Start> -> B
- A -> C
- B -> C

# Links from A to C and B to C are to the same node (and job) C
# on the other hand...

graph:
- <Start> -> A
- <Start> -> B
- A -> C
- B -> C

# Links from A to C and B to C$2 are to the same job C
# but to different nodes
# In other words, the job C appears in two different places in the pipeline

YAML Pipeline Configuration Examples

Here are some examples of different YAML pipeline configurations:

<table>
<thead>
<tr>
<th>YAML Definition</th>
<th>Pipeline Configuration</th>
</tr>
</thead>
<tbody>
<tr>
<td>pipeline:</td>
<td><img src="image" alt="Diagram" /></td>
</tr>
<tr>
<td>name: My Pipeline</td>
<td>Job 2 runs after Job 1 completes successfully. Then Job 3 runs after Job 2 completes successfully. This pipeline starts if any job in the pipeline is run. Jobs in the pipeline can be run independently while the pipeline is running.</td>
</tr>
<tr>
<td>description: YAML pipeline configuration</td>
<td><img src="image" alt="Diagram" /></td>
</tr>
<tr>
<td>auto-start: true</td>
<td>Jobs 2, 3, and 4 run in parallel after Job 1 completes successfully. Job 5 runs after the three parallel jobs complete successfully. The pipeline will start if any job in the pipeline runs.</td>
</tr>
<tr>
<td>allow-external-builds: true</td>
<td></td>
</tr>
<tr>
<td>start:</td>
<td></td>
</tr>
<tr>
<td>- Job 1</td>
<td></td>
</tr>
<tr>
<td>- Job 2</td>
<td></td>
</tr>
<tr>
<td>- Job 3</td>
<td></td>
</tr>
<tr>
<td>pipeline:</td>
<td></td>
</tr>
<tr>
<td>name: My Pipeline</td>
<td></td>
</tr>
<tr>
<td>auto-start: true</td>
<td></td>
</tr>
<tr>
<td>start:</td>
<td></td>
</tr>
<tr>
<td>- Job 1</td>
<td></td>
</tr>
<tr>
<td>- parallel:</td>
<td></td>
</tr>
<tr>
<td>- Job 2</td>
<td></td>
</tr>
<tr>
<td>- Job 3</td>
<td></td>
</tr>
<tr>
<td>- Job 4</td>
<td></td>
</tr>
<tr>
<td>- Job 5</td>
<td></td>
</tr>
</tbody>
</table>
### YAML Definition

```
pipeline:
  name: My Pipeline
  start:
    - Job 1
    - Job 2
    - parallel:
      - Job 3
      - Job 4
      - sequential:
        - Job 5
        - Job 6
        - Job 7
```

**Pipeline Configuration**


---

```
pipeline
  name: My Pipeline
  start:
    - Job 1
    - on succeed:
      - Job 2
    - on fail:
      - Job 3
```

**Pipeline Configuration**

If Job 1 runs successfully, Job 2 runs. If Job 1 runs and fails, Job 3 runs.

---

```
pipeline
  start:
    - Job 1
    - on succeed:
      - Job 2
    - on test-fail:
      - Job 3
    - on fail:
      - Job 3
```

**Pipeline Configuration**

If Job 1 runs successfully, Job 2 is run. If Job 1 runs successfully but fails tests or any post build action, or if Job 1 fails, Job 3 is run. Job 3 won’t run if Job1 completes successfully.

---

### Set Dependency Conditions in Pipelines Using YAML

When you create a pipeline that includes a dependency between a parent and a child job, by default, the build of the child job will run after the parent job’s build completes successfully. You can configure the dependency to run a build of the child job after the parent job’s build fails too, either by using the pipeline designer or by setting an “on condition” in YAML to configure the result condition.

The pipeline designer supports **Successful**, **Failed**, or **Test Failed** conditions (see [Configure the Dependency Condition](#)). YAML supports additional conditions you can use. Here they are, with the build results they are mapped to:

- “succeed” and “success” map to a “SUCCESSFUL” build result
- “fail” and “failure” map to a “FAILED” build result
- “test-fail” and “post-fail” map to a “POSTFAILED” build result

None of these conditions match when a job is aborted, canceled, or restarted, so the pipeline never proceeds beyond that job.

See [YAML Pipeline Configuration Examples](#) to learn more about using and setting some of these dependency conditions in YAML. The fourth example shows how to use...
the "on succeed" and "on fail" settings. The fifth example shows how to use the "on succeed", "on fail", and "on post-fail" settings.

You can use the new public API to view the pipeline instance log to see what happened with the builds in the pipeline, after the fact. Use this format to get the log:

GET pipelines/{pipelineName}/instances/{instanceId}/log

Define and Use Triggers in YAML

Triggers are artifacts in a pipeline that aren't jobs but are just nodes, called action items. A job or multiple jobs can be used as triggers, but there is an overhead cost associated with such use. Instead of using trigger jobs, you can specify a new category of action items in the YAML pipeline configuration to define triggers. Trigger action items can start up on their own and then trigger the rest of the pipeline. This is a YAML only feature. To understand triggers, it helps to explore action items.

What Are Action Items?

Action items, a category of special-purpose executable pipeline items, are used to automate actions when jobs and tasks are too heavyweight. An action is a short-running activity that's performed locally in the build system. This special-purpose long-lived executable entity appears as a node in a pipeline and can be started by a user action, an automated action, or by entry from an upstream item.

Actions are single-purpose where each action does one thing. When an action is started, it performs some action, and completes with a result condition. An action is configurable but not programmable and should never contain user-written code in any form. An action has a category, like "trigger", and a sub-category, like "periodic" or "polling", that defines the item type. Each action has a name that is unique within a pipeline. If the name isn't configured, a default name will be supplied based on the item type, for example, "PERIODIC-1". The name "Start" is reserved. The name is required and represents a configuration of the action.

What Is a Trigger?

A trigger is an action item that is based on some user or automated event that starts executing a pipeline at a specific point beginning with the nodes directly downstream of the trigger. If a trigger has upstream connections, and is invoked from an upstream connection, the trigger acts as a pass-through. It completes immediately and, if it has any downstream connections, the downstream items are initiated.

There are several subcategories of triggers:

- Periodic – The trigger is started periodically, based on a cron schedule.
- Polling – The trigger is started if SCM polling detects that commits have been pushed to a specified repository and branch since the last poll. Polling is based on a cron schedule. The repository URL and branch name are set as downstream parameter values with user-configurable names.
- Commit – The trigger is started if a commit is pushed to a specified local project repository and a specified set of branches. The repository URL and branch name are set as downstream parameter values with user-configurable names.
- Manual – The trigger is started manually. Start, the default manual trigger, is present in every pipeline. If Start is the only manual trigger, the pipeline starts there and executes the next downstream job(s). If a pipeline includes a manual trigger job, it can be started in the UI and execute its next downstream job, bypassing Start. If the pipeline has multiple trigger jobs, the user needs to choose which of them to initiate the pipeline run with.
Periodic Triggers

Here's an example that shows how to use a periodic trigger:

```
pipeline:
  name: PeriodicPipeline
  description: "Trigger defined in periodic, used in start"
  auto-start:
    triggers-only: true
    allow-external-builds: false
  triggers:
    - periodic:
      name: MidnightUTC
      cron-pattern: "0 0 * * *
  start:
    - trigger:
      - <MidnightUTC>
      - JobA3
```

Notice that the periodic trigger is defined with a name and a cron pattern. The reference to the trigger action item is enclosed in angle brackets, <MidnightUTC> in this case, to differentiate it from a job, such as JobA3.

Let's look at how the UI graphically represents things:

- In the **Pipelines** tab on the **Builds** page, trigger action items are represented as squared off blocks, like the Start item or the <TenMinutes> item. The pipeline in this diagram was started by the action item with the periodic trigger <TenMinutes>. This trigger runs the pipeline every ten minutes.

Notice that a solid line goes from it to JobA1 and JobA2, but a dotted line goes from Start through its trigger to its downstream jobs. This is so, because the pipeline wasn't initiated from Start. The trigger item and the executed jobs are shaded, indicating the pipeline's execution path.

- You could manually start the pipeline too, as this diagram shows.

In this case, the execution passes from Start, the default trigger, to JobA1 and then to JobA2. The graphic representation shows the execution path with solid lines. The <TenMinutes> periodic trigger job, outlined with dotted lines, isn't
shaded because it wasn't executed. The dotted lines from it to its downstream jobs further indicate an execution path not taken.

Polling Triggers

This polling pipeline only runs at midnight UTC, as specified by the cron pattern. Additional parameters can be used too. See What Is the Format for a YAML Pipeline Configuration?

```yaml
pipeline:
  name: PollingPipeline
  auto-start: false
  triggers:
    - poll:
        name: Poller
        cron-pattern: "0 0 * * *"
        url: <git-repo-url>
        branch: main
        start:
          - <Poller>
          - A
```

When the pipeline is started manually, the execution flow goes through the trigger action item to job A. In the Pipeline Designer, the trigger has no hue and has a dotted line border. There are dotted lines from Start to the trigger item to job A. When the polling mechanism detects a change, the pipeline is started by the trigger. This is shown with a dotted line from Start to the trigger item, the trigger item has a dark hue, and there is a solid line from the trigger item to job A.

Commit Triggers

A commit trigger automatically runs when a commit happens.

```yaml
pipeline:
  name: CommitPipeline
  auto-start: false
  triggers:
    - commit:
        name: OnCommit
        url: <git-repo-url>
        branch: main
        start:
          - <OnCommit>
          - A
```

Additional parameters can be used too. See What Is the Format for a YAML Pipeline Configuration?

Control How a Pipeline Is Automatically Started

The auto-start option automatically starts a pipeline if any job in pipeline is run. The default setting is "true". If the option is set to "false", the pipeline will start only if it is manually started or if a trigger action item is activated. Starting pipelines in the middle can be problematic, since preceding or parallel steps in the pipeline could set up conditions for follow-on steps. This behavior can be controlled using the auto-start option.
The first pipeline job that follows Start is a trigger only if it is the only job triggered by Start. Either the entire pipeline or only parts of the pipeline that have defined trigger jobs will automatically start.

View Logs for Pipelines Started by a Trigger Job

A triggered pipeline starts when the trigger job begins executing. For a pipeline that contains two jobs, Job A and Job B, where the Job A triggers the pipeline, the pipeline starts when the trigger job starts. The pipeline log reflects this:

Pipeline started
Job A started
Job A ended
Job B started
Job B ended
Pipeline ended

Examine Pipeline Logs with Commit or SCM Polling Trigger Action Items

Poll logs for pipelines are very similar in format to logs for jobs. By examining these pipeline logs, you can determine how pipelines were triggered and see exactly what was executed during the run.

SCM polling and commit logs show action items, but don't show embedded triggers. When trigger action items are outside the trigger section, logs will show the pipeline ending before the last job finishes executing.

Commit Pipeline Log

Here's a pipeline diagram with two triggers, <OnCommit01> and <OnCommit02>.

Notice that the first trigger (<OnCommit01>) is shown in gray and its downstream jobs are too? That's because they weren't executed.
The first line in the log reveals how the pipeline was started - automatically by the commit trigger `<OnCommit02>`:

A commit automatically triggered the pipeline, which started build (build #2) that executed JobA003. The pipeline run was successful and took 27 seconds to run. The two jobs upstream from the second trigger (JobA001 and JobA002) were not executed because their trigger (`<OnCommit01>` didn't initiate the pipeline run. Had that happened, the second trigger would have been a pass-through and the build would have executed three jobs in succession.

**SCM Poll Pipeline Log**

Here's a pipeline diagram that has two triggers, `<FiveMinutes>` and `<TwoMinutes>`.

Notice that the pipeline's second trigger (`<TwoMinutes>`) is shaded with a lighter color. It wasn't executed, so it didn't have any effect on the pipeline run, even though it was in its path. In this case, the execution flow passed through it and continued executing downstream jobs.
The first line in the log reveals how the pipeline was started - by the SCM polling trigger `<FiveMinutes>`:

We can see that the trigger started build #3 with JobA01 then, upon successful completion, started job JobA02. Successive jobs JobA03 through JobA06 ran after the previous job successfully completed. After the last job (JobA06) in build #3 finished, the pipeline ended. We can also see how long it took the pipeline to run and whether all the jobs in the build were successful or not. In this case, they were.

**Periodic Pipeline Log**

As a bonus, here's a pipeline diagram that shows a build (build #123) that was started by a the first of two periodic triggers (<SevenMinutes>, not the second trigger (<FiveMinutes>).

As in the previous pipeline diagram, the second trigger, which wasn't executed, is shown in a lighter shade. Start, the default trigger, is shown in gray since it wasn't executed either. Had the pipeline been manually started, the first trigger would have been ignored but the job execution would've been the same as it was in the current run.
Here's the log:

```
[2022-04-15 16:07:00] Started by Periodic trigger <SevenMinutes>
[2022-04-15 16:07:00] Job [Job01] started build
```

We can see that all three jobs were successfully executed and the pipeline run lasted less than a minute. There was no mention of the pass-through trigger (<FiveMinutes>) that wasn't executed.
Deploy and Manage Your Applications

By using an **Oracle Deployment** build step, you can deploy an application to an instance called a deployment target. You deploy extensions to Oracle Cloud Applications instances, visual applications to Visual Builder instances, or other build artifacts, like Java or Node.js applications, to instances running Oracle Java Cloud Service (JCS). You can enable continuous delivery, a method for automatically deploying a build artifact to the target service, by enabling the Auto Start functionality in a pipeline that contains a deployment build step.

**Note:**

Before you can publish an extension or visual application from the Designer, the pipeline’s deployment job must be configured with user credentials that are authorized to deploy to the target Oracle Cloud Applications or Visual Builder instance. If your project owner hasn't provided these credentials, you'll be prompted for them each time you click Publish, and must enter them before you can continue. If you don't know the credentials, you'll need to talk to your project owner or an administrator. Your administrator may choose to enter the credentials directly in the build jobs instead, so you aren't prompted for them each time the job runs.

See Configure the Deployment Job for extensions or Configure the Deployment Job for visual applications.

Application lifecycle operations for extensions and visual applications can be managed by using the options under their respective build step menus:

- Extensions can be packaged and deployed extensions can be deleted.
- Visual applications can be packaged, data can be imported from and exported to applications, deployed applications can be locked and unlocked, changes can be rolled back to a previous version, and deployed applications can be undeployed. See **Lock, Unlock, or Roll Back a Deployed Visual Application** for information about lock, unlock, and rollback operations.

Some of these operations can also be managed from the activity menu in the Environments page’s **Deployments** tab:

- You can export data from, import data to, and undeploy a visual application that's deployed to your current identity domain's Visual Builder instance.

However, if your visual application is in another identity domain, you'll need to create and use the **Visual Application : Export Data, Visual Application : Import Data**, or **Visual Application : Undeploy** build steps to undeploy to perform these operations.

- You can delete an extension in an Oracle Cloud Applications instance in the current identity domain.
However, if the extension is in another identity domain, you'll need to use an Application Extension: Delete build step to perform this operation.

Package, Deploy, and Manage Extensions

From the Steps tab on the job's configuration page, you can create an Application Extension Package job that packages an extension build artifact and an Application Extension Deploy job that deploys the build artifact to an Oracle Cloud Applications development instance, production instance, or any other instance. You can then add these jobs to a pipeline and run them in sequence.

Deployed extensions can be viewed from the Deployments tab on the Environments page and can be deleted manually from there too, if they are deployed to an Oracle Cloud Applications instance that is in the same identity domain as VB Studio. If an extension is deployed to an Oracle Cloud Applications instance that is in a different identity domain than VB Studio, you'll have to create and use an Application Extension build step to delete the deployed extension.

Deploy an Extension to a Oracle Cloud Applications Development Instance

When you create a project using the Application Extension template, several artifacts are created for you:

• A Git repository that contains the extension's source code
• A Development environment that points to the development instance where your base Oracle Cloud Application is running
• Default build jobs that package and deploy the extension's artifact to Oracle Cloud Application's development instance
• A pipeline to run the build sequence
• Optionally, a private workspace in which you can edit the extension in the Designer

You'll need to do some configuration for the build steps before you can use them to deploy the extension's artifact to the Development environment. See Configure the Deployment Job for more information.

Deploy an Extension to an Oracle Cloud Applications Production Instance

If you want to deploy an extension to your Oracle Cloud Applications production instance, or any other instance, you'll need to set up separate packaging and deployment jobs for each — Visual Builder Studio does not create them for you. They're very similar to the default build jobs that are created from the Application Extension template. For these jobs, however, you'll also need to create a pipeline on your own to execute the build steps in sequence.

See Create and Configure Build Jobs for information about setting up these jobs for a production environment.

See Create and Configure a Pipeline for more information about setting up a pipeline.
View a Deployed Extension

After the deployment job runs successfully, you can view the deployed extension in the Environments page's Deployments tab:

1. In the left navigator, click Environments.
2. Select the Oracle Cloud Application's environment.
3. Click the Deployments tab.
4. Click the Application Extensions toggle button.
5. If the Oracle Cloud Application's access credentials have changed, provide the new credentials.
6. Expand the base Oracle Cloud Application to view its deployed extensions.

The Deployments tab shows two categories of extensions that were deployed to the Oracle Cloud Application's instance, older Application Extensions Classic extensions and newer Application Extensions extensions.

For each Application Extensions extension, the page displays its name, description, version, and status. You can select the Show only active versions checkbox to hide inactive versions and/or the Show Previewed/Shared versions checkbox to display shared or previewed extensions. When you expand each deployed extension, you can see its dependencies, App UIs, the job that deployed it, and when it was published. Here's an example:

For each Application Extensions Classic extension, the page displays its base application name and base URL.
Expanded, it displays the extension ID, name, version, and status. If you want to see shared or previewed versions, select the Show Previewed/Shared versions check box. Here's an example:

To open the Oracle Cloud Application with the deployed Application Extensions Classic extension, copy the application's base URL and paste it into a web browser.

To open an app UI in a deployed Application Extensions extension, click the Open icon.

Delete an Extension

Deployed extensions can be deleted manually or by configuring a build step to delete it.

You can manually delete an app extension that's deployed to your development Oracle Cloud Applications instance (or one that's deployed to your current identity domain's Oracle Cloud Applications instance) from the Deployments tab of its environment, or configure a build job to delete it. See Delete an Extension Manually.

To delete an extension that's deployed to your production Oracle Cloud Applications instance (or one that's deployed to an Oracle Cloud Applications instance in another identity domain), configure a build job and run it. You can't delete it manually. See Configure a Job to Delete an Extension.

Delete an Extension Manually

From the Deployments tab of its environment, you can manually delete an extension that's deployed to your development Oracle Cloud Applications instance (or to your current identity domain's Oracle Cloud Applications instance):

1. In the left navigator, click Environments.
2. Select the Development environment where the extension is deployed.
3. Click the Deployments tab.
4. Expand the base application's name.
5. For the extension to delete, click Actions and select Delete.
6. In the confirmation dialog box, click Delete.

Configure a Job to Manage a Deployed Extension

VB Studio provides you with build steps that you can add to a job to perform lifecycle operations on extensions and App UIs. VB Studio provides these build options as Application Extension build steps that you can configure in a packaging job or in separate build jobs that you can add to a CI/CD pipeline.

The Audit, Test, and Package steps can be in separate jobs or, for simplicity, you can add the Test and Audit (in whatever order you want) steps before the Package step in the packaging job, as we show next.
These lifecycle operations include:

- Auditing and testing extensions before deploying them
- Deleting extensions when they're no longer needed

To configure these options in an existing packaging job:

1. In the left navigator, click **Builds**.
2. In the Jobs tab, select the package job and click **Configure**.
   An extension created using the Application Extension template includes a default Application-Extension-Package build job that packages the application extension's sources.
3. On the Job Configuration page, click **Steps**.
4. Click **Add Step**, select **Application Extension** and select the option you want to add to the job:

   These options automate CI/CD tasks for you. Each option has its own set of parameters. Some operations should follow a particular order. For example, the **Audit** and **Test** steps should be performed before the **Package** step, and all three steps must precede the **Deploy** step.

   See the following for more information about each option:

   - See **Configure a Job to Audit and Test Your Extension** for information about **Audit** and **Test**.
   - See **Configure a Job to Delete an Extension** for information about **Delete**.
5. When you're done, click **Save**.

### Configure a Job to Audit and Test Your Extension

VB Studio provides capabilities for auditing your extensions and running action chain tests you've defined in your Oracle Cloud Application extension. For your convenience, VB Studio provides these operations in Build steps, so you can define all the necessary arguments and option overrides in one place for a build job or to include in a pipeline that simplifies automating the CI/CD lifecycle.

See **Debug and Audit Your Code and Test Action Chains** for more information about auditing and testing extensions.

#### Create a Build Step to Audit Your Extension

1. From the **Git** tab on the Job Configuration page, select **Git** from the **Add Git** dropdown and then select the repository that was created for the extension in **Repository**.

2. In the **Parameters** tab, select **String Parameter** from the **Add Parameter** dropdown list. Enter **OUTPUT_FILE** in **Name**. The default value is **auditoutput.json**.

   This parameter is used to override the default Grunt options as well as in the artifact archival.

3. In the **Steps** tab, select **Add Step**, **Application Extension**, and **Audit**.

   In the **Application Extension Auditing** panel:
   a. Enter the extension's identifier in the **Extension ID** field and the extension’s version in the **Extension Version** field. You can find the details on the **Deployments** tab of the environment where the extension is deployed.
   b. In **Options**, enter `auditoutputfile=$OUTPUT_FILE`, using the parameter you defined in step 2.

4. In the **After Build** tab, select **Artifact Archiver** from the **Add After Build Action** dropdown list.

5. In the Configure Post Build Actions panel, in **Artifacts from files**, enter `$OUTPUT_FILE` in the **Files to archive** field.

6. Click **Save**.

#### Create a Build Step to Test Action Chains in Your Extension

1. From the **Git** tab on the Job Configuration page, select **Git** from the **Add Git** dropdown and then select the repository that was created for the extension in **Repository**.

2. In the **Parameters** tab, select **String Parameter** from the **Add Parameter** dropdown list. Enter **BUILD_DIR** in **Name**. The default value is **build**.

   This parameter is used when the build system executes the Grunt task behind the scenes in the step as well as in the artifact archival.

3. In the **Steps** tab, select **Add Step**, **Visual Applications**, and **Test**.

   The Application Extension Testing dialog displays.
a. In **Karma Browser**, if you select **FirefoxHeadless**, it requires a Build Executor template that contains the Firefox software bundle. If you select **ChromeHeadless** instead, it requires a custom Docker image with Chrome installed, so, you need to create that custom Docker image and then create a Build Executor template to use from that.

b. For **Karma Log Level**, select **Info, Debug, Warn, Error**, or **Disable**. The different log levels will be generated from the tests. **Debug** is the default level.

c. In **Mocha Timeout**, enter a number between 0 and 600,000 milliseconds.

4. In the **After Build** tab, select **Artifact Archiver** from the **Add After Build Action** dropdown list. The Configure Post Build Actions dialog displays.

5. In the Configure Post Build Actions dialog, in **Artifacts from files**, enter `$BUILD_DIR/build/**/*` in the **Files to archive** field.

6. Click **Save**.

**Configure a Job to Delete an Extension**

With the credentials of a user who can access the Oracle Cloud Applications instance where the extension is deployed, you can use a build job to delete an extension:

1. In the left navigator, click **Builds**.
2. In the **Jobs** tab, click **+ Create Job**.
3. In the New Job dialog box, in **Name**, enter a unique name.
4. In **Description**, enter the job’s description.
5. In **Template**, select the **System Default OL7 for Visual Builder** build executor template.
6. Click **Create**.
   The Job Configuration page opens.
7. Click the **Steps** tab.
8. From **Add Step**, select **Application Extension**, and then select **Delete**.
9. In **Instance**, select the Oracle Cloud Applications instance where the application is deployed.
10. In **Username** and **Password**, enter the credentials of a user who can connect to the Oracle Cloud Applications instance.
11. In **Extension Manager Version**, select **Application Extensions** for an Application Extensions application or select **Application Extensions Classic** for an Application Extension Classic application.
   You can find the Extension Manager version on the **Deployments** tab of the environment where the extension is deployed. The Application Extensions section lists deployments for the current project only, whereas the Application Extensions Classic section lists deployments for all projects associated with the environment. Optionally, you can use the **Show Previewed/Shared versions** checkbox to display extensions that were deployed through the Designer, not through a build step.
12. If you selected Application Extensions Classic, enter the extension’s base application, identifier (extension ID), and version in **Base Application, Extension ID, and Version** or, if you selected Application Extensions, enter the extension’s identifier and version in **Extension ID and Version**.
You can find the details on the **Deployments** tab of the environment where the extension is deployed.

13. Click **Save**.

14. To run a build, click **Build Now**.

**Package, Deploy, and Manage Visual Applications**

From the **Steps** tab on the job's configuration page, you can create a Visual Application Package job that packages a visual application build artifact and an Oracle Deployment job that deploys the build artifact to a Visual Builder development instance, production instance, or any other instance. You can then add these jobs to a pipeline and run them in sequence.

You can deploy a visual application to a standalone Visual Builder instance or to a Visual Builder instance that's part of Oracle Integration.

It's important to keep these things in mind before you deploy a visual application to a Visual Builder instance:

- The Visual Builder instance must be version 19.4.3.1, or later.
- To ensure that business objects work properly, Visual Builder administrator must manually add the VB Studio hostname to the list of domains that are allowed access for each Visual Builder instance. See **Allow Other Domains Access to Services in Administering Oracle Visual Builder**.

Deployed visual applications can be viewed from the **Deployments** tab on the Environments page and can be undeployed manually from there too, if they are deployed to a Visual Builder instance that is in the same identity domain as VB Studio. If a visual application is deployed to a Visual Builder instance that is in a different identity domain than VB Studio, you'll have to create and use a Visual Application build step to undeploy the deployed visual application.

**Deploy a Visual Application to a Development Visual Builder Instance**

When you create a project using the Visual Application template, several artifacts are created for you

- A Git repository that contains the visual application's source code.
- A Development environment that points to the Visual Builder development instance.
- Default build jobs that package and deploy the visual application's artifact to the Visual Builder development instance.
- A pipeline to run the build sequence.
- Optionally, a private workspace to edit the visual application in the VB Studio Designer.

You'll need to do some configuration for the build steps before you can use them to deploy the application's build artifact to the Development environment. See **Configure the Packaging Job and Configure the Deployment Job for more information**.
Deploy a Visual Application to a Test or Production Visual Builder Instance

If you want to deploy visual applications to your Visual Builder production instance, or any other instance, you'll need to set up separate packaging and deployment jobs for each. They're very similar to the default build jobs that are created from the Visual Application template. For these jobs, however, you'll also need to create a pipeline on your own to execute the build steps in sequence.

See Create and Configure Production Build Jobs for information about setting up these jobs for a production environment.

View a Deployed Visual Application

After the deployment job runs successfully, you can view the deployed application in the Deployments tab of the Environments page.

1. In the left navigator, click Environments.
2. Select the Visual Builder environment.
3. Click the Deployments tab.
4. Click the Visual Applications toggle button.
5. If the Visual Builder instance is from a different identity domain, provide its access credentials.
6. Expand the app's name to see the deployed app's link.

The Deployments tab displays the applications you've deployed from the current project. It doesn't show applications deployed by other users of the project, or applications deployed from other projects.

For example:
Tip:

The Schema column lists the database schemas that store the deployed app's business objects. Hover over the text to see the full schema name in a tooltip or, to copy it, select the Copy to Clipboard icon, then paste it in a text editor of your choice. See View Database Schemas Used During an App’s Lifecycle for more information.

Lock, Unlock, or Roll Back a Deployed Visual Application

You can lock and unlock deployed visual applications, and the web applications that they contain, as well as roll back a deployed visual application. You lock and unlock a visual application when you have maintenance tasks to complete and don’t want users to access the web application in the deployed visual application during the maintenance period.

You can manage these visual applications lifecycle operations (lock, unlock, roll back) manually from the Environments page through the Deployments tab or you can manage them with Visual Application build steps.

You can use the Rollback menu option when you've deployed your visual application more than once without including the application version in the URL. That is, live appears in the application URL, rather than the application version. For example, if you've deployed two versions of your visual application to https://host/app-name/live/index.html, you can roll back to version 1 by using the Rollback menu option. You can only roll back one previous version.

If you deploy a visual application to a Visual Builder instance in the same identity domain as your VB Studio instance and you don't include the application version in the URL, you can perform this task from the Deployments tab of your Environments page.

![Deployments Tab](image)
**Note:**

If you deployed your visual application to a different identity domain or if the application URL includes the version, you need to add and configure steps in a build job to perform lock, unlock, or roll back operations.

After you create and configure the lifecycle management build steps, you may want to add them, in some combination, to the pipeline you created for the packaging and deployment steps for that testing or production instance. By integrating these build steps in your deployment process, you'll ensure a more robust and error-free process when upgrades are done through deployment.

**Undeploy a Visual App**

Deployed visual apps can be undeployed manually or by configuring a build step to undeploy it.

You can manually undeploy a visual app that's deployed to your development Visual Builder instance (or one that's deployed to your current identity domain's Visual Builder instance) from the Deployments tab of its environment, or configure a build job to undeploy it. See Undeploy a Visual App Manually.

To undeploy a visual app that's deployed to your production Visual Builder instance (or one that's deployed to a Visual Builder instance in another identity domain), configure a build job and run it. You can't undeploy it manually. See Configure a Job to Undeploy a Visual Application.

Undeploying an application is a permanent action that completely removes application metadata and any data stored in its database. This action can't be undone. Before you undeploy, consider the impact of removing your application, especially if the version is live, because once a version has been removed from the system, it can't be recovered.

The messaging you see in the dialogs that are displayed after you initiate an undeploy action emphasize the potential for serious unintended consequences:

- For applications that are deployed with the version in the URL (staged applications), the undeploy confirmation dialog warns, "Are you sure you want to undeploy this application? You won't be able to restore it if you do."

- For applications that are deployed without the version in the URL (live applications), the undeploy confirmation dialog warns, "Are you sure you want to undeploy this application that is being used by your customers? You won't be able to restore it if you do."

By default, the Yes, I'm sure checkbox is unchecked, Undeploy is grayed out (unavailable), and Cancel is active and in focus. Undeploy will only become active (available) after you opt in by selecting the Yes, I'm sure checkbox.

**Undeploy a Visual App Manually**

From the Deployments tab of its environment, you can manually undeploy a visual app that's deployed to your development Visual Builder instance (or to your current identity domain's Visual Builder instance):

1. In the left navigator, click Environments.
2. Select the environment where the visual application is deployed.
3. Click the **Deployments** tab.

4. Expand the application.

5. For the visual application to undeploy, click **Actions** and select **Undeploy**.

6. In the confirmation dialog box, click **Undeploy**.

### Configure a Job to Manage a Deployed Visual Application

If your visual application is deployed to a different identity domain or if your application URL includes the version, you need to add and configure steps in a build job to perform lifecycle operations. VB Studio provides these build options as **Visual Application** build steps that you can configure in a deployment job.

These lifecycle operations include:

- Importing business object data to and exporting data from visual applications
- Locking and unlocking active deployments so they can be upgraded in place
- Rolling back upgrades to a previous version
- Auditing and testing visual apps before deploying them
- Undeploying visual apps when they're no longer needed

The Audit, Test, and Package steps can be in separate jobs or, for simplicity, you can add the **Test** and **Audit** steps (in whatever order you want) before the **Package** step in the packaging job, as we show next.

**Tip:**

If you create a separate job for each task, after you create and configure the lifecycle management build steps, you may want to add the jobs, in some combination, to the pipeline you created for the packaging and deployment steps for that testing or production instance. By integrating these build steps in your deployment process, you'll ensure a more robust and error-free process when upgrades are done through deployment.

To configure these options in a packaging job:

1. In the left navigator, click **Builds**.

2. In the Jobs tab, select the packaging job and click **Configure**.
   A visual app includes a default **Visual-Application-Package** build job that packages the visual application's sources.

3. On the Job Configuration page, click **Steps**.
4. Click **Add Step**, select **Visual Application** and select the option you want to add to the job:

These options are Grunt-based commands that automate CI/CD tasks for you. Each option has its own set of parameters. Some operations should follow a particular order. For example, the **Audit** and **Test** steps should be performed before the **Package** step, and all three must precede the **Deploy** step.

See the following for more information about each option:

- See **Configure a Job to Audit and Test Your Visual Application** for information about **Audit** and **Test**.
- See **Configure a Job to Import Data to or Export Data from a Visual Application** for information about **Import Data** and **Export Data**.
- See **Configure a Job to Lock, Unlock, or Roll Back a Deployed Visual Application** for information about **Lock**, **Unlock**, and **Rollback**.
- See **Configure a Job to Undeploy a Visual Application** for information about **Undeploy**.

5. When you're done, click **Save**.

### Configure a Job to Audit and Test Your Visual Application

VB Studio provides NPM packages (grunt-vb-audit, grunt-vb-test) that include the **vb-audit** and **vb-test** Grunt tasks. You can use **vb-audit** to audit your visual applications and use **vb-test** to run action chain tests you've defined in your visual application for web and mobile apps. For your convenience, VB Studio provides these Grunt tasks in Build steps, that enable you to define all the necessary arguments in one place for a build job or to include in a pipeline that simplifies automating the CI/CD lifecycle.

See **Audit Your Application Using the vb-audit Grunt Task and Test Action Chains Using the vb-test Grunt Task** for more information about using Grunt tasks to audit application sources and test action chains in visual applications.
Create a Build Step to Audit Your Visual Application

1. From the Git tab on the Job Configuration page, select Git from the Add Git dropdown and then select the repository that was created for the application in Repository.

2. In the Parameters tab, select String Parameter from the Add Parameter dropdown list. Enter OUTPUT_FILE in Name. The default value is auditoutput.json.

   This parameter is used to override the default Grunt options as well as in the artifact archival.

3. In the Steps tab, select Add Step, Visual Application, and Audit.

   In the Visual Application Auditing panel:
   a. In Target Environment, select the environment associated with the workspace that was cloned to create the app.
      The values for the Username and Password fields will be populated automatically with the user credentials associated with the environment that was selected.
   b. The Application URL Root will automatically be filled in, using the name of the Git repository.
   c. The Application Version will automatically be filled in.
   d. In Options, enter auditoutputfile=${OUTPUT_FILE}, using the parameter you defined in step 2.

4. In the After Build tab, select Artifact Archiver from the Add After Build Action dropdown list.

5. In the Configure Post Build Actions panel, in Artifacts from files, enter $OUTPUT_FILE in the Files to archive field.

6. Click Save.

Create a Build Step to Test Action Chains in Your Visual Application

1. From the Git tab on the Job Configuration page, select Git from the Add Git dropdown and then select the repository that was created for the application in Repository.

2. In the Parameters tab, select String Parameter from the Add Parameter dropdown list. Enter BUILD_DIR in Name.

   The default value is build.

   This parameter is used when the build system executes the Grunt task behind the scenes in the step as well as in the artifact archival.


   The Visual Applications Testing dialog displays.
   a. In Target, enter $BUILD_DIR that you created in the Parameters tab.

   b. In Karma Browser, if you select FirefoxHeadless, it requires a Build Executor template that contains the Firefox software bundle.
      If you select ChromeHeadless instead, it requires a custom Docker image with Chrome installed, so, you need to create that custom Docker image and then create a Build Executor template to use from that.
c. For Karma Log Level, select Info, Debug, Warn, Error, or Disable. The different log levels will be generated from the tests. Debug is the default level.

d. In Mocha Timeout, enter a number between 0 and 600,000 milliseconds.

4. In the After Build tab, select Artifact Archiver from the Add After Build Action dropdown list. The Configure Post Build Actions dialog displays.

5. In the Configure Post Build Actions dialog, in Artifacts from files, enter $BUILD_DIR/ build/**/* in the Files to archive field.

6. Click Save.

Configure a Job to Import Data to or Export Data from a Visual Application

To import data to or export data from a visual application that has business object data with a job, you need to add the visual application Import Data or Export Data steps to a build job, along with the steps for copying or archiving the artifact that contains the data. You also need the credentials of a user who can access the Visual Builder instance where the visual application is deployed.

1. In the left navigator, click Builds 🗃.

2. In the Jobs tab, click + Create Job.

3. In the New Job dialog, in Name, enter a unique name.

4. In Description, enter the job's description.

5. In Template, select the System Default OL7 for Visual Builder template.

6. Click Create.

   The Job Configuration page displays.

7. Click the Steps tab.

8. From Add Step, select Visual Application, and then select Export Data or Import Data.

9. In Instance, select the Visual Builder instance where you want to import or export business object data.

10. In Username and Password, enter the user's credentials who can connect to the Visual Builder instance.


   You can find the application's root URL and its version from the Deployments tab of the environment where the visual application is deployed.

   Example:
12. In **Artifact**, enter the name of the ZIP file to contain the business object data to import or export. For example, enter `bodata.zip`.

13. Add additional steps to the job to complete the import or export operation.
   For example, to complete exporting data you need to add an after build action that archives the artifact (`bodata.zip`, in our example) while you typically need to copy an artifact from another job for import business object data. See [Archive Artifacts](#) and [Copy Artifacts from Another Job](#) for more information.

14. Click **Save**.

### Configure a Job to Lock, Unlock, or Roll Back a Deployed Visual Application

Adding build steps for Audit and/or Test must be done explicitly. You may want to incorporate these two steps into the existing Package/Deploy pipeline, either as new jobs in the pipeline, or as new steps in the existing Packaging job.

1. In the left navigator, click **Builds**.
2. In the **Jobs** tab, click **+ Create Job**.
3. In the New Job dialog box, in **Name**, enter a unique name.
4. In **Description**, enter the job's description.
5. In **Template**, select the **System Default OL7 for Visual Builder** template.
6. Click **Create**.
   The Job Configuration page displays.
7. Click the **Steps** tab.
8. From **Add Step**, select **Visual Application**, and then select one of the following:
   - **Lock** to prevent users from accessing the web application in the deployed visual application when you have maintenance tasks to perform
   - **Unlock** to remove the lock on the web application after finishing the maintenance
   - **Rollback** to restore a previous version of the deployed visual application
9. Fill out the required fields in the respective dialogs that display:
   a. In **Instance**, select the Visual Builder instance where the application is deployed.
   b. In **Username** and **Password**, enter the user's credentials who can connect and undeploy from the Visual Builder instance.
   c. In **Username** and **Password**, enter the user's credentials who can connect and undeploy from the Visual Builder instance.
d. In **Application URL Root** and **Application Version**, enter the visual application's root URL and its version.

You can find the application's root URL and its version from the **Deployments** tab of the environment where the visual application is deployed.

For example:

10. Click **Save**.

**Configure a Job to Undeploy a Visual Application**

You'll need the credentials of a user who can access the Visual Builder instance where the visual application is deployed to undeploy a visual application through a build job:

1. In the left navigator, click **Builds**.
2. In the **Jobs** tab, click **+ Create Job**.
3. In the New Job dialog box, in **Name**, enter a unique name.
4. In **Description**, enter the job's description.
5. In **Template**, select the **System Default OL7 for Visual Builder** template.
6. Click **Create**.
7. Click **Configure**.
8. Click the **Steps** tab.
9. From **Add Step**, select **Visual Application**, and then select **Undeploy**.
10. In **Instance**, select the Visual Builder instance where the application is deployed.
11. In **Username** and **Password**, enter the user's credentials who can connect and undeploy from the Visual Builder instance.

You can find the application's root URL and its version from the **Deployments** tab of the environment where the visual application is deployed.

For example:
13. Click **Save**.

14. To run a build, click **Build Now**.

## Deploy Build Artifacts to Oracle Cloud Services

You can configure an Oracle Deploy build step to deploy your project's build artifacts like Java and Node.js applications to Oracle Cloud Services, including Oracle Java Cloud Service (JCS).

Before you can create a build step for deployment, you must first create an environment and then add the JCS instance to it. This instance will be used for your deployment target. If you don’t add it in the Environments page, you won’t be able to select it in the build step. See **Set Up an Environment** for information about creating an environment and adding instances to it.

Today, more and more customers are securing their resources and Oracle Cloud Services, such as JCS, behind private VCNs. If you already run Oracle Cloud services in your private VCN and plan to use VB Studio to deploy to those services, you should configure your private VCN so your services and these VMs are in the same VCN. VM build executors need to access VB Studio and VB Studio needs to access the VM build executors. That access is done through a public subnet that needs to be configured. See **Allow VM Build Executors to Access A Private Subnet's Resources**.

You can either add a build step that deploys the build artifact(s) to the job that creates and packages the artifact(s) or you can create a separate job for each task. If you use separate jobs, you can create a pipeline that begins with a job that builds and packages the application, followed by a job that deploys the build artifact(s) to the desired target environment. Using pipelines allows you the flexibility to add testing and other tasks to the flow.

### Deploy an Application to JCS

**Note:**

Support for JCS 12.1.3 deployment has been deprecated in 22.10.0 and will be dropped in the 23.01.0 VB Studio release.

You can create a job that copies build artifacts generated by another job and deploys those artifacts to a JCS target instance:

1. In the left navigator, click **Builds**.
2. In the Jobs tab, click + Create Job.
3. In the New Job dialog box, in Name, enter a unique name.
4. In Description, enter the job’s description.
5. In Template, select the build executor template.
6. Click Create.
7. In the Job Configuration page, in the Before Build tab, select Copy Artifacts from the Add Before Build Action dropdown.
8. Select the job that produces the artifact from the From job dropdown and the last successful build from the Which build dropdown, then click Save.
9. In the Steps tab, click the Add Step dropdown and select Oracle Deployment.
10. In the Target Instance dropdown, select the JCS instance where you want to deploy the application.
    If you don’t see the instance that you want to deploy to, you’ll need to go to the Environments page and define a new instance. After you do that, it will show up as a target in the dropdown.
11. In the Deploy to Java dialog, select the desired Oracle Weblogic Server 12 version (12.2.x or higher, or 12.1.x), then enter the HTTPS port number, username, and password.
    The only supported protocol for JCS deployments is the Oracle WebLogic RESTful Management Interface protocol using REST APIs.
12. Click Find Targets and select the server you want to deploy to from the list of available servers or clusters.
13. Click OK.
14. In the Build Artifact field, enter the path to the artifact that you want to deploy.
15. In the Application Name field, enter the name that will be used by the target JCS service to identify your application.
16. Select the Deploy as shared library checkbox to deploy the artifact directly to the JCS server as a shared library or leave it unchecked (default).
    When the artifact is deployed directly to a JCS server, any application can reference the resources in that deployed shared library.
17. Click Save.
18. To run the job, from the Builds page, click Build Now and the job will execute, first copying the artifact, then deploying it to the selected JCS target instance.
    At this point, you probably want to create a pipeline that flows a series of jobs that builds and packages the artifact, then retrieves it and deploys it to the desired JCS server in the target instance.

Access a Deployed Application

You can access an application deployed to an Oracle Cloud service from the console of that target service. Here are some ways to get the deployed application’s URL. You’ll need to enter your identity domain name and your credentials, if you’re prompted to do so.

The Deployments tab on the Environments page shows deployed extensions and deployed visual applications. The Application Extensions Classic category shows deployments for all
projects associated with this environment; the Application Extensions category shows deployments for the current project. Visual Applications also show deployments only for the current project.

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
</table>
| Create the application’s URL that’s deployed to JCS | 1. Use the JCS View a Service Instance API to get the Content URL and examine the response body output to find the `content_url`. Example:  

curl -i -X GET -u jdoe@example.com:my_password -H "X-ID-TENANT-NAME:exampleidentitydomain" https://jaas.oraclecloud.com/jaas/api/v1.1/instances/exampleidentitydomain/exampleservice  

For more information about the REST API, see X REST API for Oracle Java Cloud Service.  

You have to use basic authentication to call the REST API. You can use curl or a browser REST add-on, such as Postman for Google Chrome, to make this call.  

2. Get the context root of the application from the `application.xml` deployment descriptor for EAR deployments or from the `web.xml` deployment descriptor for WAR deployments.  

If there is no such descriptor, you’ll need to get the context root from the WebLogic Console.  

a. Open the WebLogic Console of the JCS instance. You can access the console from the Java Service link of the JCS deployment configuration.  

b. Click Deployments in the Domain Structure pane.  

c. Click the deployed application name in the Deployments table.  

d. In the Overview tab, copy the value displayed by Context Root.  

Note that the `<host>:<port>` referenced in the WebLogic Console is local to the JCS instance, so you’ll need the externally available IP address or the host name of the JCS instance VM to access the deployed application.  

3. Join the content URL and the context root of the application to construct the application URL.  

For example, if the content URL is `http://129.130.131.132` and the context root is `/deploy4214351085908057349`, the application’s URL would be `http://129.130.131.132/deploy4214351085908057349`.  

For more information, see Accessing an Application Deployed to an Oracle Java Cloud Service Instance in Administering Oracle Java Cloud Service. |

Manage Oracle Cloud Service Deployments

By using the Oracle Java Cloud Service console, you can start and stop a deployment, redeploy an application, or undeploy a deployment.
<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start or stop the application</td>
<td>Open and use the target service’s console to start or stop the deployed application on the target service.</td>
</tr>
<tr>
<td>Redeploy the application</td>
<td>If you’ve made changes to the source code or the build generated a new artifact, you can rerun the deploy build step to redeploy the application to the target service.</td>
</tr>
<tr>
<td>View logged deployment</td>
<td>In the build log, locate and view the deployment section.</td>
</tr>
<tr>
<td>information</td>
<td></td>
</tr>
<tr>
<td>Undeploy a deployed application</td>
<td>Open and use the target service’s console to stop and then undeploy the deployed application on the target service.</td>
</tr>
</tbody>
</table>
Part III
Maximize the Power of Your Project

These are things that a project owner can choose to add and, if added, project members can use. Each chapter combines set-up and usage information.

Topics:

• Track and Manage Tasks, Defects, and Features
• Manage Software Releases
• Use Agile Boards to Manage and Update Issues
• Manage Binaries and Dependencies with Maven
• Access External Docker Registries
• Use the Project's NPM Registry
• Send Notifications to External Software Using Webhooks
• Share and Use Code Snippets
• Co-Author Wikis
Track and Manage Tasks, Defects, and Features

Use issues to track new feature requests or enhancements, assign tasks to team members, or file bugs.

You can create, update, and search issues from the Issues page or from Agile boards. You can also use REST APIs to create, retrieve, and update issues.

In a project, you can create an issue as a Task, Defect, or a Feature. If your team uses an Agile Scrum board to update issues, Epic and Story types of issues are also available. An Epic is a larger issue typically composed of multiple smaller sub-issues or Story issues. An Epic must have sub-issues and can span multiple sprints.

These are the key steps you'll perform to create and track issues:

1. As the project owner, start by setting up products, components, and releases for your project, which you'll need when you start identifying tasks, defects, and features.
   If the default set of issue fields don’t meet your requirements, create custom fields.

2. Create issues and assign them to your team members.

3. Update issues, either from the Issues page or from an Agile board.

Issue Types

An issue can be categorized into task (or action), defect (or bug), and feature (or enhancement).

You can create these types of issues:

<table>
<thead>
<tr>
<th>Issue Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Task 🛠️</td>
<td>Indicates a task, which means an action is required. A Task type issue could be an action such as a piece of work that must be completed within a certain time, or a simple function to be performed.</td>
</tr>
<tr>
<td>Defect 🛠️</td>
<td>Indicates a defect, which means a bug or a fault in the product. This is the default issue type. A Defect type issue could be an error or a flaw that prevents the software from working correctly, or creates an unexpected output.</td>
</tr>
<tr>
<td>Feature ⭐</td>
<td>Indicates a new feature or an enhancement request. A Feature type issue could be a request to add a new aspect or characteristic to the product, or enhance an existing feature.</td>
</tr>
<tr>
<td>Epic ⚡</td>
<td>Indicates an Epic, a unit of work that cannot be completed in one sprint. It can contain any other types of sub-issues necessary to complete that work. An Epic is a larger issue, typically with multiple smaller sub-issues or stories. An epic can span multiple sprints and must have sub-issues (as stories or other issues).</td>
</tr>
</tbody>
</table>
Create Issues

You can create an issue from the Issues page or from the REST API. When you create an issue, it gets assigned a unique ID and is added to the issues list on the Issues page.

When you create an issue, you specify its summary, type, severity and priority, due date, tags, and release. You can assign the issue to a team member or to yourself, or leave the field blank to assign the issue later to a team member.

Create an Issue from the Issues Page

1. In the left navigator, click Issues.
2. Click New Issue.
3. On the New Issue page, in Summary and Description, enter the issue’s title and description.
4. In Details, specify the issue type, its severity and priority, product details, release, ownership, and project tags.
5. In Time, specify the due date and estimate (in days).
   One day is estimated of 8 hours. To specify 3 hours, enter 0.375. To specify 2 days and 2 hours, enter 2.250.
6. In Agile, specify the effort estimate in Agile story points.
7. If there are any custom fields defined in your project, fill in the details, as required.
8. Click Create Issue.

Search Issues

You can search for issues using the pre-defined filters under Standard Searches, My Searches, Shared Searches, or Global Searches. If you can't find the issue, you can run a basic search or an advanced one.

To run a basic search, use the Search Issues box in the upper-right corner of the Issues page. You can search for a term in the summary, description, or comments of issues. To clear the search term, click Clear Filter.

To run an advanced search, use the Advanced Searches link. You can search for issues using various parameters such as sprints, product, version, date, owner, type, and priority.

To save the search query as a filter, click Save this search. To see the search query expression, click Show Search String. Later, if you want to edit the search query, click Edit this search.
Save a Custom Search

You can save basic or advanced search queries as a custom search filters that can be used later:

1. On the Issues page, run a basic or an advanced search.
2. On the search results page, click **Save this search**.
3. In the Save Search dialog box, enter the search name.
   The custom search filter is available to you only. To share the search filter with project members, in the Save Search dialog box, select the **Shared** check box. In **Share with the following users**, select the users with whom you want to share the search query.
   To share the search filter with all project members, select the **Share with everyone** check box.
4. Click **OK**.

The location where the query filters can be found is determined by the way you configured the search:

- If you didn't select the **Shared** check box, the search query appears as a filter under **My Searches**.
- If you selected the **Shared** check box, the search query appears as a filter under **Shared Searches**.
- If you selected the **Share with everyone** check box, the search query appears as a filter under **Global Searches**.

To edit a custom search query, mouse over the query under **My Searches** and click **Edit**.
To delete a custom search query, mouse over the query under **My Searches** and click **Delete**.

Share Custom Search Filters

You can share your existing custom search filters with other project members, which they can use to view the issues as you want:

<table>
<thead>
<tr>
<th>Element</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Share a search filter with specific project members</td>
<td>1. In <strong>My Searches</strong>, mouse over the filter link, and click <strong>Share</strong>.</td>
</tr>
<tr>
<td></td>
<td>2. In the Start Sharing Search dialog box, select the project member names in <strong>Share with following users</strong>.</td>
</tr>
<tr>
<td></td>
<td>3. Click <strong>OK</strong>.</td>
</tr>
<tr>
<td></td>
<td>The filter link moves from <strong>My Searches</strong> to <strong>Shared Searches</strong>.</td>
</tr>
<tr>
<td>Share a search filter with all project members</td>
<td>1. In <strong>My Searches</strong>, mouse over the filter link, and click <strong>Share</strong>.</td>
</tr>
<tr>
<td></td>
<td>2. In the Start Sharing Search dialog box, select the <strong>Share with Everyone</strong> check box.</td>
</tr>
<tr>
<td></td>
<td>3. Click <strong>OK</strong>.</td>
</tr>
<tr>
<td></td>
<td>The filter link moves from <strong>My Searches</strong> to <strong>Global Searches</strong>.</td>
</tr>
</tbody>
</table>
View and Update Issues

To view or update an issue, click the issue’s summary or the ID link on the Issues page. An issue link could also be found in the recent activities feed, wikis, Agile boards, and merge requests.

While updating an issue, you can change its status, properties, reassign it to another member, and change its priority or severity. You can also add comments in the Comments tab, upload attachments in the Attachments tab, and check the update history of an issue in the History tab. Updates made to issues can also be tracked in the recent activities feed of the Project Home page.

Resolve an Issue

You can resolve an issue as Fixed, Invalid, Duplicate, Will not fix, Works for me, or Need info:

1. Click the issue link to open it in the Issues page.
2. From the Status drop-down list, select Resolved.
3. From the Resolution drop-down list, select the resolution.

<table>
<thead>
<tr>
<th>Sub-status</th>
<th>Indicates ...</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fixed</td>
<td>The issue has been fixed and is awaiting feedback from the QA team. After verifying the fix, the QA team sets the issue’s status to Verified or Closed.</td>
</tr>
<tr>
<td>Invalid</td>
<td>The issue isn’t a valid issue.</td>
</tr>
<tr>
<td>Will not fix</td>
<td>The issue won’t be fixed.</td>
</tr>
<tr>
<td>Duplicate</td>
<td>The issue is a duplicate of an existing issue. Enter the issue ID of the existing issue in Duplicate Of.</td>
</tr>
<tr>
<td>Works for me</td>
<td>The issue cannot be reproduced.</td>
</tr>
<tr>
<td>Need info</td>
<td>The current issue description isn’t sufficient to reproduce the issue; more information is required.</td>
</tr>
</tbody>
</table>

Mark an Issue as Duplicate

If find a duplicate issue, mark it as a duplicate and specify the original issue:
1. Click the issue link to open it in the Issues page.
2. From the **Status** drop-down list, select **Resolved**.
3. From the **Resolution** drop-down list, select **Duplicate**.
4. In **Duplicate Of**, enter the original issue ID or the summary text, and select the original issue.
5. Click **Save**.

**Update Time Spent on an Issue**

When you work on an issue, create a time spent entry each time you update the issue:

1. Click the issue link to open it in the Issues page.
2. In the **Time** section, click **Add Time Spent**.
3. In the Add Time Spent dialog box, in **Time Spent**, specify the number of days you've spent on the issue.
4. To subtract the value specified in **Time Spent** from the existing value of **Remaining** (if set), use the default **Reduce remaining ... days by entered Time Spent** option.
   - If **Remaining** isn't set, then the value specified in **Time Spent** is subtracted from **Estimate**. The option is disabled if the **Estimated** field isn't set.
   - To specify the remaining days manually, select the **Set to** option and specify the remaining estimate.
5. In **Comment**, add a comment.
6. Click **OK**.

The **Time Spent Log** section shows the time spent entry of the time spent and updates the graph.

- To edit the time spent entry, click **Edit** and update the fields in the Edit Time Spent dialog.
- To remove a time spent entry, click **Remove** and update the fields in the Update Time Spent dialog box.

The remaining time is adjusted automatically.

**Associate an Issue with a Sprint**

You can associate an issue with a sprint from the Edit Issue page:

1. Click the issue link to open it in the Issues page.
2. In the **Agile** section, from the **Sprint** drop-down list, click the search box, and select the sprint from the list.
3. Click **Save**.

Note that you can associate only one sprint with an issue.

**Create a Relationship Between Issues**

You can create a parent-child relationship between issues:
Create a child issue to an issue

You can create multiple child issues to an issue:

1. Click the issue link to open it in the Issues page.
2. Click + New Sub-issue.
3. Enter details for the new issue and click Create Issue.
4. In the header, click the parent issue ID to open the parent issue. In the Associations section, verify the child issue ID.

Add a parent issue to an issue

You can add only one issue as a parent to an issue:

1. Click the issue link to open it in the Issues page.
2. In the Associations section, in Parent Issue, enter the issue ID or summary text of the parent issue, and select it.
3. Click Save.

Update Multiple Issues

On the Issues page, you can update multiple issues in a batch to apply the same update:

1. In the issues list, press the Ctrl key or the Shift key and click the rows of issues. You can also use the Space bar and Up-Down arrow keys to select the issues. To select all issues, click Select All.
2. Click Update Selected.
3. On the Mass update page, select the check boxes of fields to update and specify their values. Note that the Component check box is enabled when its Product is selected.
   The contents of Found In and Release are determined by Product. If Product isn't specified, the intersection of all known products is used. For example, if product P1 has Found In set to 1.0, 2.0 and product P2 has Found In set to 1.0, 1.5, then with no product specified, the Found In is set to 1.0. The same logic is applied for Release too.
4. Click Next.
5. On the Issues will be Updated page, verify the summary, and click Save.

Issues that fail the update are listed with a description of the error. To resolve errors for multiple issues, select the error issues and click Update Selected. You'll be taken to the Issues Selected page where the previous changes you made are shown.

If all issues are successfully updated, you'll be returned to the Issues page.

Watch an Issue

You can set up a watch on an issue and get email notifications when a project user updates an issue, adds a comment, or adds or removes an attachment:
<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Issues assigned to you</td>
<td>By default, you get email notifications of issues assigned to you. If you aren’t getting the email notifications, select the <strong>Issue updates, attachments and comments</strong> check box in your user preferences page:</td>
</tr>
<tr>
<td></td>
<td>1. In the branding bar, click the user avatar, and select <strong>Preferences</strong>.</td>
</tr>
<tr>
<td></td>
<td>2. Click the <strong>Notifications</strong> tab.</td>
</tr>
<tr>
<td></td>
<td>3. Select the <strong>Issue updates, attachments and comments</strong> check box, if not selected.</td>
</tr>
<tr>
<td></td>
<td>4. To the left of the <strong>User Preferences</strong> title, click <strong>Close</strong> to return to the last opened page.</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Issue created by another user</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1. In the branding bar, click the user avatar, and select <strong>Preferences</strong>.</td>
</tr>
<tr>
<td></td>
<td>2. Click the <strong>Notifications</strong> tab.</td>
</tr>
<tr>
<td></td>
<td>3. Select the <strong>Issue updates, attachments and comments</strong> check box, if not selected.</td>
</tr>
<tr>
<td></td>
<td>4. To the left of the <strong>User Preferences</strong> title, click <strong>Close</strong> to return to the last opened page.</td>
</tr>
<tr>
<td></td>
<td>5. Open the issue in the Issues page.</td>
</tr>
<tr>
<td></td>
<td>6. In the <strong>Details</strong> section, in <strong>CC</strong>, enter and select your name. You may also enter other names of other users if you want to notify them too.</td>
</tr>
<tr>
<td></td>
<td>7. Click <strong>Save</strong>.</td>
</tr>
<tr>
<td></td>
<td>To stop watching, remove your name from the <strong>CC</strong> field.</td>
</tr>
<tr>
<td>Issues you created but are assigned to another user</td>
<td>By default, you get email notifications of issues created by you. When you create an issue and assign it to another user, your name is set in the <strong>CC</strong> field of the issue. Open the issue in the Issues page and verify your name in the <strong>CC</strong> field of the <strong>Details</strong> section.</td>
</tr>
<tr>
<td></td>
<td>To stop watching, remove your name from the <strong>CC</strong> field.</td>
</tr>
</tbody>
</table>
Manage Software Releases

A Release enables you to provide a stable code and artifacts of your applications that project users can download. For a release, you can specify tags or branches of Git repositories with stable code, artifacts of project Maven repository, build artifacts of stable builds, and binary files.

For example, you can you create a release titled V18-Q1 to mark stable code files, artifacts, and binaries of your application for the first quarter release of 2018 release. Project users then won't have to look around or ask which Git repository or branch has the stable code. They can then download Git repository archives and other artifacts of the V18-Q1 release from the Release page itself.

You can access and manage releases from the Releases page. When a project user opens a release, the user can download source snapshots of a specified branch or tag of the project Git repository, artifacts from the project Maven repository, specified binaries, and archived build artifacts.

What Are Release States?

A release can be in one of these states: Draft, Pre-Release, or Public.

<table>
<thead>
<tr>
<th>State</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Draft</td>
<td>Indicates that the features of the release are under development. When you create a release, you specify the Maven artifacts and the Git repository tags. While adding a Git repository to a release, you may want to specify a branch that has the stable code at the time of release. Usually, it's the main branch, but you can specify any branch name. You may also want to specify the Git repository tag that indicates the stable state of the branch. Usually, the tag is created before the release when the code in the branch is stable. While creating a Release, if you specify a tag name that doesn't exist, it's automatically created when you change the status of the Release to Public.</td>
</tr>
<tr>
<td>Pre-Release</td>
<td>Indicates that the release is stable, but might need some fixes before it becomes Public. You usually set the release's status to this state after your team has completed all features, staged the software, and are awaiting approvals to release the software. If the Maven artifacts, Git repositories, tags, or branch names have changed since the release was in the Draft state, edit the release and update the artifacts.</td>
</tr>
<tr>
<td>Public</td>
<td>Indicates that the release is public or is ready to go public. While creating a release, if you specify a tag name that doesn't exist, it will be automatically created for the specified branch when the release is set to Public. If you specified an existing tag name, it will be used. This might be useful when you create a release that is already public. You might want to edit the release and update the Maven artifacts, Git repositories, tags, or branch names if they have changed while the release was in the Pre-Release or the Draft state.</td>
</tr>
</tbody>
</table>
Create a Release

When you create a release, you specify the build artifacts, Git repositories and branches, and Maven artifacts. You can create a release or clone an existing release.

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
</table>
| Create a release | 1. In the left navigator, click Releases  마련.  
2. Click + Create Release.  
3. In Name and Description, enter a release name and description.  
4. In Status, specify the status of the release.  
5. Add the artifacts.  
6. In Notes, enter the release notes in the Page Text tab. Preview the notes in the Preview tab. You can use the project’s wiki markup language to format the notes.  
7. Scroll to the top of the page and click Save. |
| Clone a release | 1. In the left navigator, click Releases  마련.  
2. Select the release that you want to edit or clone, click Actions  말씀 and then select Clone.  
3. In Name and Description, enter a release name and description.  
4. In Status, specify the status of the release.  
5. Add, update, or remove the artifacts.  
6. In Notes, enter the release notes in the Page Text tab. Preview the notes in the Preview tab. You can use the project’s wiki markup language to format the notes.  
7. Scroll to the top of the page and click Save. |

Change a Release’s Status

You can change the status of a release from the Edit Release page.

1. In the left navigator, click Releases  마련.  
2. In the Release list, select the release with a status you want to change.  
3. On the right, click Actions  말씀 and select Edit.  
4. In the Edit Release page, change the selected Status option to the desired state.  
5. Click Save.  

The Activity Feed on the Project Home page will display a notification about the changed release state.
Specify a Release’s Artifacts

You can specify a release’s artifacts when you create it or edit it.

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
</table>
| Add Build artifacts  | Expand Builds and specify the job, build number, and its artifact. Click Add to Release ✓ to add the artifact. You can specify multiple artifacts.  
To use the last build of the specified job when the release’s status changes to Public, in Build, select Last Build. When the release’s status changes to Public, make sure that the last build is successful and has generated desired artifacts.  
To store the artifact in the project’s storage system, in case the specified job or build is removed, select the Store check box. |
| Add Maven artifacts  | Expand Maven Artifacts and specify the group ID, artifact ID, and version of artifacts. Click Add to Release ✓ to add the artifact. You can specify multiple artifacts.  |
| Add Git repositories | Expand Repositories, and specify Git repositories and branches (or tags). Click Add to Release ✓ to add the artifact. You can specify multiple artifacts.  
If you enter a tag name that doesn’t exist, a Git repository tag of the same name will be created when the release is marked as Public. |
| Add binary artifacts | The only time you can add binary artifacts is when you edit a release. You can’t add binary artifacts when you create a release.  
Expand Binaries and upload the binary files. |

Manage Releases

After creating a release, you can edit its artifacts and properties, change its status, or delete it.

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Edit a release</td>
<td>On the Releases page, select the release that you want to edit. Click Actions ➦ and then select Edit. On the Edit Release page, update its name, description, artifacts, and click Save.</td>
</tr>
<tr>
<td>Change a release's state</td>
<td>Edit a release. On the Edit Release page, in Status, change the state. The name of the release at the top of the page shows the selected release state.</td>
</tr>
<tr>
<td>Delete a release</td>
<td>On the Releases page, select the release that you want to edit. Click Actions ➦ and then select Delete.</td>
</tr>
</tbody>
</table>

Download a Release's Artifacts

You can download these artifacts: binary files, build artifacts, Maven artifacts, and a Git repository tag’s archive.

Here’s where you get those artifacts:

- Binary files from the Binaries section
• Build artifacts of successful builds from the Builds section
• Maven artifacts from the Maven Artifacts section
• An archive of a tag of a Git repository in the Repositories section

To download an artifact, expand its section, click the file name, and save the file at the desired location on your computer.
Use Agile Boards to Manage and Update Issues

The Agile methodology is a type of software development that's based on an incremental model focusing on process adaptability and customer satisfaction. In Oracle Visual Builder Studio (VB Studio), you use the Agile methodology to manage issues in Scrum and Kanban boards.

If you're new to Agile, see [http://agilemethodology.org/](http://agilemethodology.org/) for more information.

Before creating a board, appoint a team member as the Agile board's leader. This leader is responsible for managing and updating the board's issues, setting up team meetings to discuss the progress with these issues, and updating them in the board.

Here are the key steps the board's leader performs when creating and managing issues:

1. If required, create an issue query that returns a list of issues from which you'll select and add to the Agile board.
2. Create an Agile board (Scrum or Kanban).
3. Configure the working days, progress states, and other board properties.
4. Manage sprints or active issues.
5. Update the issues' progress states.
6. Review reports and adjust the sprints, issues, or the board accordingly.

Agile Boards Concepts and Terms

Before you start using the Agile boards, it's important that you know about key components and concepts of the Boards page.

<table>
<thead>
<tr>
<th>Component</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Board</td>
<td>A Board is used to display and update issues of the project using the Agile methodology. There are two types of boards available: Scrum and Kanban. When you create a board, you associate it with an issue query and the issues returned by the query are added to the board. You can create your own board or use a board created by a team member. In a board, you update issues by moving them to different progress states of the board. Each progress state has some pre-defined conditions that specify which issues can be assigned to a progress state.</td>
</tr>
<tr>
<td>Scrum</td>
<td>In a Scrum board, tasks are broken small actions to be completed in fixed duration cycles, called as Sprints.</td>
</tr>
<tr>
<td>Kanban</td>
<td>In a Kanban board, tasks are managed with a focus on continuous delivery.</td>
</tr>
</tbody>
</table>
Create and Configure Agile Boards

An Agile board contains issues that are returned by an issue filter. If none of the pre-defined or shared issue filters meet your requirements, you can create a custom search query and save it as a filter.

Create a Board

When you create a board, you specify the board type, an issue search query, and the estimation criteria.

Any project member can create a board from the Boards page:

1. In the left navigator, click **Boards**.
2. Click **Create Board**.
3. In the Create Board dialog, enter a name and select the board type.
4. In **Search**, select the standard or custom issue search query. By default, **All Issues** is selected.
5. In **Estimation**, select the estimation type as **Story Points** or **Estimated Days**.
6. Click **Create**.

A board is created, issues that match the search query are added to the board, and you're brought to the Backlog view. The board's owner role is also granted to you.
Note that **Resolved**, **Verified**, and **Closed** issues aren’t added to the board. To add new issues to a board, edit the issue search query to reflect the issues in its search result. The issues are automatically reflected in the Backlog list of the board.

You can also create a board from the Switch Board menu. From the board name menu, click **+ New Board**.

After creating a board, you can configure its working days, progress states, and conditions.

### Add and Manage Progress States of a Board

A progress state defines the progress of issues in a board. By default, each board has three progress states (To Do, In Progress, and Completed), but you can add more. Each progress state has some pre-defined conditions. A condition defines an issue’s state. You cannot add, edit, or delete a condition.

You can add and manage progress states from the Configure Board page of the board.

1. Open the board.
2. From the **Board** drop-down list, select **Configure**.
3. Click the **Progress States** tab.
<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Edit a progress state</td>
<td>1. From the progress states list, select the progress state.</td>
</tr>
<tr>
<td></td>
<td>2. To edit the name and description, in <strong>Name</strong> and <strong>Description</strong>, enter a new name and description.</td>
</tr>
<tr>
<td></td>
<td>3. To update the capacity (number of issues in the progress state), update the value in <strong>Suggested Issue Capacity</strong>. If the number of issues exceeds the suggested capacity, a warning icon and a message appears in the Active Sprints or the Active Issues view.</td>
</tr>
<tr>
<td></td>
<td>4. To remove a condition, select the condition from the <strong>Conditions</strong> list, click &gt; and move it to the <strong>Unassigned Conditions</strong> list. To add a condition, select the condition from the <strong>Unassigned Conditions</strong> list, click &lt; and move it to the <strong>Conditions</strong> list. For example, if you remove the <strong>Resolved - WorksForMe</strong> from the <strong>Completed</strong> progress state, issues in the <strong>Resolved - WorksForMe</strong> state don't appear in the board.</td>
</tr>
<tr>
<td>Add a progress state</td>
<td>A condition can be associated with one progress state only. Before you add a progress state, remove the conditions that you want to apply to the new progress state from their existing progress states.</td>
</tr>
<tr>
<td></td>
<td>1. Click <strong>+ Add Progress State</strong>.</td>
</tr>
<tr>
<td></td>
<td>2. In <strong>Name</strong> and <strong>Description</strong>, enter a name and description.</td>
</tr>
<tr>
<td></td>
<td>3. In <strong>Suggested Issue Capacity</strong>, specify the number of issues to be allowed. If the number of issues exceeds the suggested capacity, a warning icon and a message appears in the Active Sprints or the Active Issues view.</td>
</tr>
<tr>
<td></td>
<td>4. To mark the state as the Completed state, select the <strong>Completed State</strong> check box. The check box is disabled if a Completed state exists or the current state isn't the last state in the list.</td>
</tr>
<tr>
<td></td>
<td>5. To add a condition, select the condition from the <strong>Unassigned Conditions</strong> list, click <strong>Move to Conditions</strong> and move it to the <strong>Conditions</strong> list.</td>
</tr>
<tr>
<td></td>
<td>6. To remove a condition, select the condition from the <strong>Conditions</strong> list, click <strong>Move to Unassigned Conditions</strong> and move it to the <strong>Unassigned Conditions</strong> list.</td>
</tr>
<tr>
<td>Reorder progress states</td>
<td>In the progress states list, use the Up and Down order buttons to change the orders of the states. The buttons appear when you mouse over the state name. The order of states in the list is reflected in the Swimlanes and Columns views. The Completed state must be the last state in the list. If Completed isn't the last state in the list, a Warning icon appear next to the state name. Any changes made to the page aren't saved until the Completed state is the last state in the list.</td>
</tr>
</tbody>
</table>
### How To Delete a progress state

In the progress states list, mouse over the progress state, and click **Delete**. All conditions of the deleted progress state move to the **Unassigned Conditions** list and are available to new progress states. You can’t delete the **Completed** state, but you can delete other states.

Click **Save** when you’re finished.

---

### Configure Working Days of a Board

You can configure the working days and non-working of a week by modifying the board’s calendar.

The working and non-working days that you specify affect the output of the Sprint Report, Issues Report, and the Burndown Chart.

1. Open the board.
2. From the **Board** drop-down list, select **Configure**.
3. Click the **Working Days** tab.
4. On the Configure board page, specify standard working and non-working days.
   - In **Standard Working Days**, select or deselect the check boxes of the working weekdays.
   - In **Non-Working Days**, click **+ Add** to add a non-working date (such as a holiday). From the calendar, select the date.
     To edit a non-working day, select it from the list, and select the new date in the calendar.
   - Select (or deselect) the **Show Non-Working Days in Sprint Report Chart** check box to show (or hide) the non-working days in the sprint reports.
     If selected, the non-working days appear in gray at the top in the burndown charts.
5. Click **Save**.

---

### Configure and Manage a Board

From the Board menu, you can select options to configure, duplicate, and delete the board.

From the Configure Board page, you can edit and update the name, description, associated issue search query, and estimation criterion of a board.

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Edit a board’s name and description</td>
<td>1. From the <strong>Board</strong> drop-down list, select <strong>Configure</strong>.&lt;br&gt;2. In the <strong>General</strong> tab, in <strong>Name</strong> and <strong>Description</strong>, update the values.&lt;br&gt;3. Click <strong>Save</strong>.</td>
</tr>
</tbody>
</table>
### Use Scrum Boards

Using a Scrum board, you manage and update issues using sprints.

A Scrum board has three views:

- **Backlog**: Lists all of the board's active and inactive sprints, as well as a backlog list of issues.
- **Active Sprints**: Manages work on issues in an active sprint.
- **Reports**: Displays several different types of issue reports.

### Create and Manage Sprints

You can create and manage sprints from the Backlog view of a Scrum board. You must be a project owner or the board owner to create, edit, update, or delete a sprint.

---

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
</table>
| **Edit the board's search query and estimation** | 1. From the **Board** drop-down list, select **Configure**.  
2. In the **General** tab, in **Search** select the search query. In **Estimation**, enter the new estimation value.  
3. Click **Save**. |
| **Enable or disable time tracking** | If the time tracking is enabled, then the **Active Sprints** page shows the estimation in **Remaining Days** only. The **Backlog** page shows the estimation in **Remaining Days** if estimation metric is **Estimated Days**.  
If the time tracking is disabled, then the **Backlog**, **Active Sprints** and **Reports** pages show the chosen metric for **Estimation** (estimated days or story points) instead of **Remaining Days** and **Time Spent**.  
1. From the **Board** drop-down list, select **Configure**.  
2. In the **General** tab, in **Time Tracking**, select **On** or **Off** to enable or disable time tracking.  
3. Click **Save**. |
| **Create a copy of a board** | To create another board with similar properties of an existing board that you can access, instead of creating a new board and manually copying properties, you can create a copy of the board. The copied board has properties include time tracking, progress states, and working days.  
1. From the **Board** drop-down list, select **Copy Board**.  
2. In the Copy Board dialog box, click **Copy**. |
| **Delete a board** | You can’t delete a Scrum board with active sprints. You must complete the active sprints before you delete the board. You can delete a Kanban board with active issues or archives. All issues of the deleted board are returned to the backlog.  
1. From the **Board** drop-down list, select **Delete Board**.  
2. In the Delete Agile Board dialog box, select the **I understand that my agile board will be permanently deleted** check box and click **Delete**. |
When an issue is assigned to a sprint, the sprint is displayed in all boards whose issue query returns any issue of the sprint in its result. You might find such sprints in your board. Note that you can’t edit or start sprints that you didn’t create, or sprints that weren’t created in the current board.

If there are no issues assigned to a sprint, the sprint is available only in the board in which it was created.

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Create a sprint</strong></td>
<td>1. From the toggle buttons, click <strong>Backlog</strong>.</td>
</tr>
<tr>
<td></td>
<td>2. In the Backlog view, click <strong>+ Add Sprint</strong>.</td>
</tr>
<tr>
<td></td>
<td>3. In the Add Sprint dialog box, enter the sprint name. If the Scrum board uses story points, then specify the sprint’s capacity.</td>
</tr>
<tr>
<td></td>
<td>4. Click OK.</td>
</tr>
<tr>
<td><strong>Edit a sprint</strong></td>
<td>1. From the toggle buttons, click <strong>Backlog</strong>.</td>
</tr>
<tr>
<td></td>
<td>2. In the Backlog view, for an inactive sprint, click ... and select <strong>Edit sprint</strong>.</td>
</tr>
<tr>
<td></td>
<td>If the sprint is active (or started), click <strong>Edit Sprint</strong>.</td>
</tr>
<tr>
<td></td>
<td>3. In the Edit Sprint dialog box, you can update the sprint’s name, board, start and end dates, and its capacity in story points.</td>
</tr>
<tr>
<td></td>
<td>The <strong>Story Points</strong> field is available if story points were selected as the estimation for the board.</td>
</tr>
<tr>
<td></td>
<td>4. Click OK.</td>
</tr>
<tr>
<td><strong>Start a sprint</strong></td>
<td>When you or your team begin work on a sprint and want to update the issues of the sprint, you must first start (or activate) it.</td>
</tr>
<tr>
<td></td>
<td>1. From the toggle buttons, click <strong>Backlog</strong>.</td>
</tr>
<tr>
<td></td>
<td>2. In the Backlog view, for the sprint that you want to start, click <strong>Start Sprint</strong>.</td>
</tr>
<tr>
<td></td>
<td>3. In the Start Sprint dialog box, specify the start and end dates of the sprint.</td>
</tr>
<tr>
<td></td>
<td>If necessary, update the sprint’s name and its estimate.</td>
</tr>
<tr>
<td></td>
<td>4. Click <strong>Start</strong>.</td>
</tr>
<tr>
<td>The started sprint is now available in the Active Sprints view.</td>
<td></td>
</tr>
<tr>
<td><strong>Reorder a sprint</strong></td>
<td>In the Backlog view, by default, the inactive sprints (also called as future sprints) in the order they were created. You can change their display order manually.</td>
</tr>
<tr>
<td></td>
<td>For the inactive sprint that you want to move up or down, click ... and select <strong>Move sprint up</strong> or <strong>Move sprint down</strong>.</td>
</tr>
<tr>
<td></td>
<td>You cannot change the order of active sprints. The active sprints are ordered by Start Date in the Backlog view. If two sprints have the same Start Date, then they are ordered by name.</td>
</tr>
</tbody>
</table>
## Move a sprint to another board

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move a sprint to another board</td>
<td>1. From the toggle buttons, click <strong>Backlog</strong>.</td>
</tr>
<tr>
<td></td>
<td>2. In the Backlog view, for an inactive sprint, click ... and select <strong>Edit sprint</strong>.</td>
</tr>
<tr>
<td></td>
<td>If the sprint is active (or started), click <strong>Edit Sprint</strong>.</td>
</tr>
<tr>
<td></td>
<td>3. In the Edit Sprint dialog box, from the <strong>Board</strong> drop-down list, select the target board.</td>
</tr>
<tr>
<td></td>
<td>4. Click <strong>OK</strong>.</td>
</tr>
</tbody>
</table>

## Delete a sprint

You can delete an inactive sprint from the Backlog view of the board. You can't delete an active sprint.

For the inactive sprint that you want to delete, click the ... and select **Delete Sprint**. The sprint is deleted and all issues of the sprint are moved to the Backlog list.

## Add and Manage Issues in a Sprint

From the Backlog view, you can drag-and-drop issues to add or remove them from a sprint.

When you add or remove issues from a sprint, keep a close eye on the sprint's capacity. If the sprint's total story points for issues exceed the sprint's story points capacity, you'll see a warning message. If this happens, you can either increase the sprint's capacity or move some issues to another sprint.

Here's how to manage issues in a sprint:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add an issue to a sprint</td>
<td>1. From the Backlog list or from the sprint that contains the issue, drag the issue to the target sprint.</td>
</tr>
<tr>
<td></td>
<td>2. In the blue dotted rectangle that appears when you drag the issue to the target sprint, drop the issue in the blue rectangle. You can also right-click the issue and select <strong>Send to</strong> &gt; <strong>target sprint name</strong> to move the issue to the target sprint. A Sprint field is also added to the issue indicating the sprint it's associated with. If you're unable to use the drag-and-drop action, click the issue link to open it in the Issues page. Navigate to the <strong>Agile</strong> section. From the <strong>Added To</strong> drop-down list, select the sprint.</td>
</tr>
<tr>
<td>Create an issue from the sprint</td>
<td>In the sprint, below the issues table, click <strong>New Issue</strong>. On the New Issue page, enter the issue’s details, and click <strong>Create Issue</strong>. The new issue is automatically associated with the current sprint.</td>
</tr>
</tbody>
</table>
### Remove an issue from a sprint

1. From the sprint that contains the issue, drag the issue to the Backlog list.

2. In the blue dotted rectangle that appears when you drag the issue to the Backlog list, drop the issue in the blue rectangle.

You can also right-click the issue and select **Send to > Backlog** to remove the issue from the sprint.

If you’re unable to use the drag-and-drop action, click the issue link to open it in the Issues page. Navigate to the Agile section. In the Added To field, click 

### Update Issues in an Active Sprint

You can use the Active Sprints view to manage the progress of issues in an active sprint.

You can use either the **Swimlanes** view or the **Columns** view to see the issues in an active sprint. The Swimlanes view displays issues categorized by issue owner (the member to whom the issue is assigned). For each issue owner, issues are grouped in vertical progress (or status) columns.

The Columns view displays issues grouped in vertical progress columns.

By default, each board contains three columns: To Do, In Progress, and Completed. If you need to, you can use the Configure Board page to add more progress columns to the board.

### Update an Issue’s Progress in an Active Sprint

You can update an issue’s progress in the Active Sprints view by dragging it from one progress column to another.

If you're unable to use the drag-and-drop action, click the issue ID to update its progress from the Edit Issue page.

1. Open the board that owns the active sprint.

2. Click **Active Sprints**.

3. Select the issue list view: Swimlanes or Columns.

4. To update an issue's progress, drag and drop it from one column to another.

   For example, when a team member starts work on an issue, drop the issue to the In Progress column (if exists).

5. In the Change Progress wizard, from the To drop-down list, select the new status of the issue. If necessary, enter a comment in the Comment field.

   If you want to update the time spent on the issue, click Next.

6. Click **OK**.

If the board uses story points, the number to the right of the column name is updated. An activity is also added to the History tab of the issue’s Activity section.

### Update Time Spent on an Issue
When you move an issue from one state to another, you can also update the time spent on the issue in the Change Progress wizard.

In the Add Time Spent page, in **Time Spent**, specify the number of days you've spent on the issue. In **Remaining**, use the default **Reduce remaining ... days by entered Time Spent** option to automatically subtract the value specified in **Time Spent** from the existing value of **Remaining**, if **Remaining** was set previously.

If **Remaining** was not set, then the value specified in **Time Spent** is subtracted from **Estimate**. The option is disabled if the **Estimated** field isn't set.

To specify the remaining days manually, select the **Set to** option and specify the remaining days.

### Reschedule a Sprint

While updating issues of a sprint, you can change the start or end date of the sprint, or update its capacity from the Edit Sprint dialog box.

1. In the Backlog view, for the sprint you want to reschedule, click **Edit sprint**.
2. In the Edit Sprint dialog box, change the start and end dates.
   
   To update the sprint's capacity, update **Story Points**. The field is available if story points were selected as the estimation of the board.
3. Click **OK**.

### Complete a Sprint

You can complete a sprint from the Active Sprints view of the board.

You must be a project owner or the board owner to mark the sprint as completed.

1. Open the board the sprint belongs to.
2. Click **Active Sprints**.
3. In the sprint drop-down list on the left, select the sprint.
4. Click **Complete Sprint**.
5. In the Complete Sprint dialog box, select the **I understand that it will be removed from the Active Sprint view** check box, and click **Complete Sprint**.

After a sprint is complete, it's removed from the Active Sprints view. A warning displays if there are any incomplete issues in the sprint. All incomplete issues go back to the next inactive sprint, or to the Backlog section if there are no inactive sprints. The Sprint Report page opens showing the day-by-day progress of the sprint issues.

### Review Issue Reports for a Scrum Board

The Reports view in a scrum board provides several different kinds of reports:

<table>
<thead>
<tr>
<th>This Kind of Report</th>
<th>Displays ...</th>
</tr>
</thead>
<tbody>
<tr>
<td>Burndown chart</td>
<td>The amount of unfinished work in a sprint or in an epic</td>
</tr>
<tr>
<td>Cumulative Flow chart</td>
<td>The total number of issues in each of the board's progress states, over time</td>
</tr>
</tbody>
</table>

**Oracle**
This Kind of Report | Displays ...
--- | ---
Control chart | Information about an issue’s progress state change events on the timeline
Sprint report | A sprint’s complete, incomplete, and open issues
Epic report | An epic’s complete, incomplete, and open stories
Velocity report | A velocity chart for completed sprints

See Review Agile Reports and Charts.

Use Kanban Boards

Using a Kanban board, you manage issues using Active issues.

A Kanban board has three views: Backlog, Active Issues, and Reports. The Backlog view lists active issues (issues that are being actively worked on) and a backlog list of issues (issues aren’t being actively worked on). The Active Issues view enables you to manage the progress of active issues. The Reports view displays various issue reports.

Add and Manage Active Issues

From the Backlog view, you can add issues to or remove issues from the Active Issues list using drag-and-drop actions.

When you add or remove issues from the Active Issues list, keep a watch on its capacity. If the total story points of active issues are more than the story points capacity of the board, a warning message appears. In such a case, you can either increase the capacity of the board or remove some issues from the Active Issues list.

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
</table>
| Activate an issue | 1. From the Backlog list, drag the issue to the Active Issues section.
2. In the blue dotted rectangle that appears when you drag the issue to the Active Issues section, drop the issue in the blue rectangle.

In the Backlog list, you can also right-click the issue and select Send to > Active Issues to move the issue to the Active Issues list. Issues already added to sprints of Scrum boards aren’t available in the Kanban board Backlog list.

If you’re unable to use the drag-and-drop action, click the issue link to open it in the Issues page. Navigate to the Agile section. From the Added To drop-down list, select the Active Issues option under the board name. |

Create an issue from the Active Issues section | In the Active Issues section, below the issues table, click New Issue. In the New Issue page, enter the issue’s details, and click Create Issue.
The new issue is automatically activated and associated with the Kanban board. |
Remove an issue from the Active Issues list

1. From the Active Issues section, drag the issue to the Backlog list.
2. In the blue dotted rectangle that appears when you drag the issue to the Backlog list, drop the issue in the blue rectangle.

You can also right-click the issue and select Send to > Backlog to remove the issue.

If you’re unable to use the drag-and-drop action, click the issue link to open it in the Issues page. Navigate to the Agile section. In the Added To field, click Remove.

Update Active Issues

The Active Issues view enables you to manage the progress of active issues.

You can use either the Swimlanes sub-view or the Columns sub-view to view the active issues. The Swimlanes sub-view displays issues categorized into issue owners (member whom the issue is assigned to). For each issue owner, the issues are categorized into vertical progress (or status) columns. The Columns sub-view displays the issues categorized into vertical progress columns.

By default, each board contains three columns: To Do, In Progress, and Completed. If required, you can add more progress columns to the board from the Configure Board page.

From the Active Issues view, you can update an active issue’s progress state and archive the completed issues.

Update the Progress State for an Active Issue

You can update an active issue’s progress in the Active Issues view by dragging it from one progress column to another.

If you’re unable to drag-and-drop the issue, click the issue ID and update its progress from the Edit Issue page.

1. Open the board that owns the active issues.
2. Click Active Issues.
3. Select the desired issue list view: Swimlanes or Columns.
   If necessary, use the sort list boxes to sort the active issues.
4. To update an issue’s progress, move it from one column to another.
   For example, when a team member starts work on an issue, move the issue to the In Progress column (if exists).
5. In the Change Progress wizard, from the To drop-down list, select the new status of the issue. If necessary, enter a comment in the Comment field.
   If you want to update the time spent on the issue, click Next.
6. Click OK.

An activity is added to the History tab of the issue’s Activity section.
Update Time Spent on an Issue

When you move an issue from one state to another, you can update the time spent on the issue in the Change Progress wizard.

In the Add Time Spent page, in **Time Spent**, specify the number of days you've spent on the issue. In **Remaining**, use the default **Reduce remaining ... days by entered Time Spent** option to automatically subtract the value specified in **Time Spent** from the existing value of **Remaining**, if **Remaining** was set previously.

If **Remaining** was not set, then the value specified in **Time Spent** is subtracted from **Estimate**. The option is disabled if the **Estimated** field isn’t set.

To specify the remaining days manually, select the **Set to** option and specify the remaining days estimate.

Archive Completed Issues

You can create an archive of all issues listed in the Completed progress state from the Active Issues view of the board. The archived issues are then removed from the Active Issues view.

Before you archive completed issues, make sure that all parent and child issues are moved to the Completed progress state before you create an archive. An error is reported if the Completed progress state contains a completed parent issue with an open child issue, or a completed child issue with an open parent issue.

1. Open the board.
2. Click **Active Issues**.
3. Verify the issues list in the Completed progress state.
   - Note that the list may include some issues that’re filtered out of the display of the current **Active Issues** view by the board’s query.
4. Click **Archive Completed Issues**.
5. In the Archive Completed Issues dialog box, in **Archive Name** edit the archive name (by default it is Archive <date-time stamp>) if required, verify the list of issues in the Completed progress state, select the **I understand that the archived issues will be removed from the Active Issue view** check box, and click **Archive Issues**.

   If you edited the default archive name, make sure that it's unique across all Kanban boards and Scrum sprint names. The name must not be longer than 255 characters.

The completed issues are archived in the specified archive name and the Issues Report of the archive opens in the **Reports** view.

Review Issue Reports for a Kanban Board

Several kinds of reports are available in the Reports view for a Kanban board:

<table>
<thead>
<tr>
<th>This Kind of Report</th>
<th>Displays ...</th>
</tr>
</thead>
<tbody>
<tr>
<td>Burndown chart</td>
<td>The amount of unfinished work in issues or in an epic</td>
</tr>
<tr>
<td>Cumulative Flow chart</td>
<td>The total number of issues in each of the board's progress states, over time</td>
</tr>
<tr>
<td>Control chart</td>
<td>Information about issue’s progress state change event on the timeline</td>
</tr>
<tr>
<td>Issues report</td>
<td>Active and archived issues.</td>
</tr>
</tbody>
</table>
This Kind of Report Displays ...

<table>
<thead>
<tr>
<th>Epic report</th>
<th>An epic's complete, incomplete, and open stories</th>
</tr>
</thead>
<tbody>
<tr>
<td>Velocity report</td>
<td>A velocity chart of completed issues</td>
</tr>
</tbody>
</table>

See Review Agile Reports and Charts.

Review Agile Reports and Charts

Several kinds of reports and charts can be used with your Scrum and Kanban boards:

- Burndown charts
- Sprint reports
- Issues reports
- Epic reports
- Velocity reports
- Cumulative flow charts
- Control charts

Burndown Charts

Burndown charts show how much work still needs to be completed in issues or epics.

The burndown chart for issues and epics is available in Scrum and Kanban boards:

1. Open the board.
2. Click Reports.
3. Click Issues or Epic.
4. Click the Burndown Chart tab.

Scrum Boards

For a Scrum board, the chart for your active sprint is displayed.

- To use a different sprint, click the Sprint drop-down.
- To use a different estimate criterion, click the Burndown drop-down and select from Estimated Days, Story Points, or Number of Issues. The Y-axis in the chart reflects this setting.

The burndown chart displays the configured tracking statistic for the active sprint, start and end dates, the sprint capacity, and a guideline for completing the statistic you're tracking in the sprint. The horizontal axis tracks time; the vertical axis represents your configured tracking statistic, either story points, estimation days, or number of issues. Use burndown charts to see the total work remaining and increase the accuracy for predicting the likelihood that you'll achieve the sprint's goal. By tracking the remaining work throughout the iteration, your team can manage its progress and respond appropriately, especially if things don't go as planned. If time tracking is enabled for the board, the burndown chart always shows the number of remaining days and the amount of time spent.
A burndown chart includes all of the sprint's issues, those that've been completed as well as those that are still being worked on. Mapping the status for these issues to your board determines when an issue is considered completed or not completed.

The bottom of the page shows a history, a table of events associated with the issues, including issues that still haven't been completed.

**Kanban Boards**

For a Kanban board, the chart displays your active issues. To see issues for an archived version, click the Issues list and select the desired one.

The burndown chart displays the configured tracking statistic for the active issues. The horizontal axis tracks time; the vertical axis represents your configured tracking statistic, either story points, estimation days, or the number of issues. Use burndown charts to see how much work remains to be done. This will increase your ability to accurately predict the likelihood that you'll achieve the goal. By tracking the remaining work throughout the iteration, your team can manage its progress and respond appropriately if things don't go as planned. If you enable time tracking for the board, the burndown chart always shows the number of days remaining and the amount of time spent thus far.

The burndown chart includes all issues, those that have been completed and those that are still pending. Mapping these statuses to your board determines when an issue is considered completed or not completed.

The bottom of the page shows a history, a table of events associated with the issues, including issues that still haven't been completed.

**Sprint Reports**

Sprint Reports show completed and open (not yet completed) issues in a sprint.

Sprint Reports are available for sprints in Scrum boards only:

1. Open the board.
2. Click Reports.
3. If necessary, click 🔄.
4. Click the Sprint Report tab. The Sprint Report chart for your active sprint is displayed.
   - To select a different sprint, select it from the Sprint drop-down list.
   - To select a different estimate criterion, select Estimated Days, Story Points, or Number of Issues from the Burndown drop-down list. The Y-axis in the chart reflects this setting.

A Sprint Report provides a day-by-day progress report, with much of the same information that's in the burndown chart, although in a slightly different format. The Sprint Report shows the list of issues in each sprint. It provides useful information for your Sprint Retrospective meeting and for mid-sprint progress checks. Mapping the statuses to your board determines when an issue is considered completed or not Completed. If you enabled time tracking for the board, the Sprint Report chart shows the number of days remaining in the sprint and the amount of time spent to date.

At the bottom of the page, the Sprint Report displays tables that show completed, open, and removed issues.
Issues Reports

Issues Reports show active and archived issues.

The Issues Report is available for issues in Kanban boards only:

1. Open the board.
2. Click Reports.
3. If necessary, click Issues.

To select a version that shows archived issues, click the Issues drop-down list and select the desired option.

An Issues Report provides a day-by-day progress report with much of the same information found in a burndown chart, although in a slightly different format. An Issues Report lists active and completed issues. If you enabled time tracking for the board, the Issue Report chart shows the number of days remaining in the sprint and the amount of time spent to date.

At the bottom of the page, the Issues Report displays a table of issues. If you select Active Issues (default) in the Issues drop-down list, the table lists completed and non-completed issues. If you selected an archive instead, the table lists only completed issues.

For each issue, the report shows the original estimate value and modified values in Estimated Days (or Story Points).

Epic Reports

Epic Reports show which of the epic's stories have been completed and which are still open (not completed).

The Epic Report is available in Scrum boards and Kanban boards for epics:

1. Open the board.
2. Click Reports.
3. Click Epic.
4. Click the Epic Report tab.

For Scrum Boards

The Epic Report Chart for your active sprint is displayed.

- To select a different epic, select it from the Epic drop-down list.
- To select a different estimate criterion, select Estimated Days, Story Points, or Number of Issues from the Burndown drop-down list. The Y-axis in the chart reflects this setting.

An Epic Report provides a day-by-day progress report with much of the same information that's in the burndown chart, although in a slightly different format. An Epic Report lists the stories (or sub-issues) in each epic. It provides useful information for your Epic Retrospective meeting and for mid-sprint progress checks. Mapping
statuses to your board determines when a story is considered completed or not. If you enable
time tracking for the board, the Epic Report chart shows the number of days remaining and
the amount of time spent to date.

At the bottom of the page, the Epic Report displays tables of completed, open, and removed
stories.

**For Kanban Boards**

The Epic Report Chart for your active issues is displayed. To select an archived issue
version, click the Issues list and select the desired version.

An Epic Report provides a day-by-day progress report with much of the same information
that's in the burndown chart, although in a slightly different format. An Epic Report lists the
stories (or sub-issues) in each epic. It provides useful information for your Epic Retrospective
meeting and for progress checks. Mapping statuses to your board determines when a story is
considered completed or not. If you enable time tracking for the board, the Epic Report chart
shows the number of days left in the epic and the amount of time spent to date.

At the bottom of the page, the Epic Report displays tables of completed, open, and removed
stories.

**Velocity Reports**

Velocity Reports show velocity charts for completed sprints.

Velocity Reports are available for Scrum boards only:

1. Open the board.
2. Click Reports.
3. Click Velocity.
4. From the Estimation drop-down list, select Estimated Days, Story Points, or Number
   of Issues.
5. Depending on the value selected in Estimation, a Velocity Chart is displayed for
   committed and completed values.

   If you selected Story Points in the Estimation drop-down list, the chart will also display
   the Suggested Capacity for each sprint as a dashed horizontal line.

A Velocity Report includes a Velocity chart, showing a graph of the last seven completed
sprints for the selected estimation. It also shows a table that lists completed sprints, the
number of issues in each sprint, estimated values committed, and estimated values
completed. Active sprints aren't shown or listed.

You can use the Velocity Report to plan the amount of work that can be committed to future
sprints. Managers can see whether the team met the original estimation and can plan the
effort required for new or future sprints.

At the bottom of the page, there is a sprint table, whose columns are determined by the value
you selected in the Estimation drop-down list.

**Cumulative Flow Charts**

Cumulative Flow Charts display the total number of issues for each of the board's progress
states over time.
Cumulative Flow Charts are available in Scrum boards and Kanban boards for issues only:

1. Open the board.
2. Click Reports.
3. If you are using a Scrum board, click Sprint. If you're using a Kanban board, click Issues.
4. Click the Cumulative Flow Chart tab.

**Scrum Boards**

A Cumulative Flow Chart displays the total number of issues in each of the board's progress states over time for the active sprint. The issues that are listed in the chart are the same issues that the Sprint Report displays.

These events can change the number of issues in a progress state:

- An issue is added to the sprint
- An issue is removed from the sprint
- An issue's progress state in the sprint changes because its status or resolution changes

The Configure Board page shows the progress states that correspond to the board's current list. The chart is a stacked area chart that enables you to see the number of issues in each progress state and the total number of issues in the sprint at any given point on the timeline. The color for each progress state is randomly assigned. By clicking the progress state names in the chart legend, you can show or hide them. The events table has a column for each progress state and shows the number of issues for each progress state that's affected by the event.

**Kanban Boards**

A Cumulative Flow Chart displays the total number of issues in each of the board's progress states over time for the Active Issues or an archive. The issues listed in the chart are the same as those that are displayed in the Issues Report.

These events can change the number of issues in a progress state:

- An issue is added to active issues or an archive
- An issue is removed from active issues or an archive
- An issue's progress state in active issues or an archive changes because its status or resolution was changed

The Configure Board page shows the progress states that correspond to the board's current list. The chart is a stacked area chart that enables you to see the number of issues in each progress state and the total number of issues in the sprint at any given point on the timeline. The color for each progress state is randomly assigned. By clicking the progress state names in the chart legend, you can show or hide them. The events table has a column for each progress state and shows the number of issues for each progress state that's affected by the event.

**Control Charts**

Control charts show progress state changes to issues on a timeline.
Control charts are available in Scrum boards and Kanban boards for both Sprint reports and Issues reports. A Control chart is a scatter chart with each point representing an event where a progress state changed on the timeline. This event occurs when an issue moves from one progress state to another.

Here's how to create a Control chart

1. Open the board.
2. Click Reports.
3. If you are using a Scrum board, click Sprint. If you are using a Kanban board, click Issues.
4. Click the Control Chart tab.

The Y-axis of the chart shows how many days an issue spent in its previous progress state (the progress state from which the issue was moved). For example, if an issue's status was changed on Jan 10 from To Do to In Progress, the chart displays a point on Jan 10 and the Y-axis shows the number of days the issue was in the To Do progress state.

The colors for the progress states are randomly assigned. You can show or hide the progress state points by clicking on the names of the progress states in the chart legend. Click the chart legend to display a line on the chart that shows the average number of days spent in a progress state.

The events table has a column for each progress state in the board, with values representing the number of days spent in the progress state at the time of each event. The table displays the average number of days a little differently than the chart does.
Manage Binaries and Dependencies with Maven

View, upload, and search artifacts in the project’s Maven repository. When a project is created, VB Studio creates a hosted Maven repository in the project. You can use the repository to store binary files and dependencies. If you’re developing Maven applications, you can use the Maven repository to store and access build artifacts.

If you see the Connect Your OCI Account message, contact your organization administrator to connect an OCI account.

Maven Concepts and Terms

Apache Maven is a software project management tool that uses the Project Object Model (POM) concept to manage a project’s build.

If you’re new to Maven, see https://maven.apache.org to learn about Maven basics such as POM files and Maven repositories.

In VB Studio, you use the project’s Maven repository to store build artifacts and dependencies for your project’s applications. Usually, you store the dependencies on the project’s Maven repository that aren’t available on a public Maven repository, such as Maven Central Repository or Oracle Maven Repository.

Here are the terms that this documentation uses to describe the Maven terms and components of a project.

<table>
<thead>
<tr>
<th>Term</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>POM file</td>
<td>An XML file that contains configuration about how to build the application.</td>
</tr>
<tr>
<td></td>
<td>Usually, the file is saved as pom.xml. For more information, see</td>
</tr>
<tr>
<td>Browse view</td>
<td>Displays and allows you to browse artifacts of the project’s Maven repository.</td>
</tr>
<tr>
<td>Upload view</td>
<td>Allows you to upload artifacts manually to the project’s Maven repository.</td>
</tr>
<tr>
<td>Artifact Search</td>
<td>Enables you to search artifacts in the project’s Maven repository.</td>
</tr>
</tbody>
</table>

To upload and access the files of the repository programmatically, configure the POM file of your application. You can use the project Maven repository among other projects of the organization for local builds as well as project builds.

Upload an Artifact Manually

From the Upload view, you can upload artifacts manually to the project’s Maven repository without installing Maven on your computer. You must be a project owner or member to upload an artifact to the project Maven repository.
1. In the left navigator, click **Maven**.

2. On the right side of the page, click **Upload**.

3. In the **Upload Artifacts** section, use the drag-and-drop operation to drop files to the drop area, or click the select artifact files link, browse, and select the files.

4. In the table below the Upload Artifacts section, if necessary, update the **Classifier** field of the selected artifact.

   If you’re uploading only one artifact, you can leave the classifier field empty. If you’re uploading multiple artifacts, provide the classifier value for each artifact. The classifier helps to distinguish artifacts that were built from the same POM file but differ in their content. The classifier string is appended to the artifact name, after the version number.

   For example, if you’re uploading artifacts with identical names but different extensions (such as fileX-1.0.jar and fileX-1.0.pdf), you may provide classifiers, such as main and documentation for these files. After the files are uploaded, they are renamed to fileX-1.0-main.jar and fileX-1.0-documentation.pdf.

5. After you add the artifacts, you must specify their Maven coordinates manually or from a POM file. These coordinates are used when uploading artifacts to the project’s Maven repository.

   If you want to specify the artifacts’ Maven coordinates manually, note the following:

   • The auto-suggest list of **GroupId**, **Version**, and **ArtifactId** are based on Maven indexes. If no index data is available, the auto-suggest list isn’t displayed.

   • By default, the **Generate POM** check box is selected. The upload process deploys the artifact and generates the default POM file, maven-metadata.xml, and associated *sha1/md5* checksum files. If maven-metadata.xml already exists, it’s updated.

     If you deselect the check box, the upload process deploys the artifact to the target deployment path based on Maven attributes. The POM file and the maven-metadata.xml file aren’t generated.

6. Click **Start Upload**.

   You can track the transfer status and its progress in the drop area of the Upload Artifacts section. To cancel the upload process, click **Cancel Upload**. The upload process will also be cancelled if the page is refreshed or closed.

**Upload Artifacts Using the Maven Command-Line Interface**

You can also use the Maven command-line interface to upload artifacts to the project’s Maven repository.

The Maven repository URL is available on the **Project Home** page of your project. Use the dav: URL to upload files and the http:// URL to view them in the browser.

Note that the credentials in **settings.xml** aren’t required to access the project Maven repository when running a build. The build job has full access to the project Maven repository for uploads and downloads.

1. Download and install Maven on your local computer.
You can download Maven from http://maven.apache.org/download.cgi.

2. Open $MVN_HOME/conf/settings.xml in a text editor and make the following changes.
   a. Specify the proxy server, if necessary.
   
   Example:

   ```xml
   <proxies>
     <proxy>
       <active>true</active>
       <protocol>http</protocol>
       <host>PROXY_URL</host>
       <port>80</port>
       <nonProxyHosts>www.anything.com|*.somewhere.com</nonProxyHosts>
     </proxy>
   </proxies>
   ```

   b. Specify a unique ID and your VB Studio user name and password to access the project Maven repository.
   
   Example:

   ```xml
   <servers>
     <server>
       <id>remoteRepository</id>
       <username>USERNAME</username>
       <password>PASSWORD_INPlainText</password>
     </server>
   </servers>
   ```

   c. Specify a unique ID, name, and URL for the project Maven repository. You can copy the Maven repository URL from the Repositories tab of the Project Home page.
   
   Example:

   ```xml
   <profiles>
     <profile>
       <id>default</id>
       <repositories>
         <repository>
           <id>remoteRepository</id>
           <name>My Remote Repository</name>
           <url>dav:https://developer.us2.oraclecloud.com/.../maven/</url>
           <layout>default</layout>
         </repository>
       </repositories>
     </profile>
   </profiles>
   ```

3. Open the command-line and follow these commands to upload files to the hosted Maven repository. Ensure that the $MVN_HOME/bin path is available in the PATH variable.
   a. Navigate to the directory that contains the files that you want to upload.
   b. Create the pom.xml file, if it hasn’t been created already.
For more information about pom.xml, see http://maven.apache.org/guides/introduction/introduction-to-the-pom.html.

c. Run the mvn deploy command to upload files.

Example: mvn deploy:deploy-file -DpomFile=c:\myproject\pom.xml -Dfile=c:\myproject\myfile.jar -DrepositoryId=remoteRepository -X -Durl=dav:https://developer.us2.oraclecloud.com/….maven/

Download an Artifact Manually

You can download an artifact manually from the Maven page's Browse view:

1. In the left navigator, click Maven.
2. If necessary, on the right side of the page, click Browse.
3. Browse and select the artifact that you want to download.
   You can also click Artifact Search to search for the artifact and then click its name to open it in the Browse view.
4. With the artifact selected, in Artifact Details, to the left of the artifact's file name, click Download.

The browser will download the artifact and save it to your computer.

Search Artifacts

To search for artifacts, use the Artifact Search view.

You can specify the following search criterion:

- GroupID
- ArtifactID
- Version
- Classifier
- Size and updated date (available in Show Advanced Options)

The search result is grouped by Maven coordinates in the Artifacts (default) tab and by files in the Files tab.
Copy Distribution Management Snippets

To upload or download dependencies while running a build, add the dependency management snippet or the dependency declaration snippet to the POM file.

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
</table>
| Copy the Dependency Management snippet      | 1. In the Browse view, navigate to the root directory.  
2. In the Artifact Details section, expand Distribution Management.  
3. In the Maven tab, click Copy  to copy the <distributionManagement> code snippet to the clipboard.  
4. Open the pom.xml file of your project in a code editor (or a text editor) and paste the contents of the clipboard under the <project> element. |

| Copy the Dependency Declaration snippet     | 1. Browse the Maven repository and select the artifact. You may also click Artifact Search to search for the artifact and then click its name to open it in the Browse view.  
2. In the Artifact Details section, expand Dependency Declaration.  
3. In the Maven tab, click Copy  to copy the <dependency> code snippet to the clipboard.  
4. Open the pom.xml file of your project in a code editor (or a text editor) and paste the contents of the clipboard under the <dependencies> element. |

**Tip:**

You can copy the Maven repository’s URL from the distribution snippet. You can also copy the URL from the Project Home page.  
On the Project Home page, click the Repositories tab. In the Maven section, from the Clone menu of Project Repository, select HTTP or Webdav, and click Copy  to copy the URL to clipboard.  
Use the HTTP URL to connect to the Maven repository using the HTTP protocol.  
Use the Webdav URL to connect to the repository using the Webdav protocol.

Maven Repository Administration

You can configure the Maven repository to limit the number of snapshots and overwrite an artifact if another with same groupId, artifactId, and version value is uploaded.

Configure Auto-Cleanup for Snapshots

By default, when you upload a new snapshot of an artifact to the project’s Maven repository manually or through job builds, the repository retains the old versions of the snapshots. The
project owner can configure auto-cleanup so the project will automatically remove old versions when a new version is uploaded:

1. In the left navigator, click **Project Administration**.
2. Click **Repositories**.
3. In **Maven Repository**, if necessary, expand **Configure auto cleanup for Snapshot versions**.
4. Select the **Purge** check box.
5. In **Default Max Snapshots**, enter a number between 2 and 500 to specify the maximum versions to retain. By default, 2 versions of the snapshots are retained.

All changes are saved automatically when you navigate to another field. After the rule is enabled, any new upload of a snapshot will remove its older versions if the number of snapshots exceed the value in **Default Max Snapshots**.

You can also add exceptions to the auto-cleanup and **Default Max Snapshots rule** and customize the snapshot counts. The project Maven repository retains the snapshot counts of group IDs and artifacts defined in the **Customized Snapshot Counts** section and uses the default value specified in **Default Max Snapshots** for artifacts that don’t have exceptions defined.

To define exceptions and customize snapshot count:

1. In the **Maven Repository** section of the Repositories page, select the **Purge** check box and configure the default auto-cleanup as described above.
2. To add an artifact group or an artifact name as an exception, click **+ Add** in the **Customized Snapshot Counts** section.
3. Specify these details:
   - **Group Id** (Required): Enter or select the Group ID of the artifact. You can select the ID from the list or start typing and then select the ID from the list of suggestions. The auto-suggest list is based on the Maven indexes. If no index data is available, the auto-suggest list doesn't display.
   - **Artifact Id** (Optional): Enter or select the Artifact ID of the artifact. You can select the ID from the list or start typing and then select the ID from the list of suggestions. The auto-suggest list is based on the Maven indexes. If no index data is available, the auto-suggest list doesn't display.
   - **Snapshot Count**: Select the number of snapshots to retain in the project Maven repository. By default, 2 snapshots are retained.

To remove an exception, on the right, click **Remove**. For a long list of exceptions, you can use the **Filter** field and enter a search coordinates criteria to see the exceptions matching the criteria. If you enter an exception with duplicate coordinates, **an error message** appears.

### Configure Overwriting for Release Artifacts

By default, if a user or build tries to upload a Maven release artifact that has the same groupID, artifactID, and version values as an existing artifact, the upload will fail. The
project owner can configure the Maven repository to allow uploaded duplicate release artifacts to overwrite existing ones.

Here's how the project owner can configure overwriting:

1. In the left navigator, click **Project Administration**.
2. Click **Repositories**.
3. In **Maven Repository**, if necessary, expand **Configure Overwrite Property for Release Artifacts**.
4. Select the **Allow** check box.
Access External Docker Registries

If you use an external Docker registry, such as DockerHub or Oracle Cloud Infrastructure Registry (OCIR), you can link the registry to your project and browse its repositories and images from Oracle Visual Builder Studio (VB Studio).

A Docker Registry is a server-side application that stores and helps you distribute Docker images. To find more about Docker images, see https://docs.docker.com/registry/.

Link an External Docker Registry to Your Project

As a project owner, you can link an external Docker registry to your project:

1. In the left navigator, click Project Administration.
2. Click Repositories.
3. In Docker Registries, click + Link External Registry.
   To view all linked Docker registries, expand Linked External Docker Registries.
4. In Registry Name and Short Description, enter a unique Docker registry name and a description.
5. In Registry URL, enter the URL of the Docker (or Docker Hub) registry. For example, you could enter https://registry-1.docker.io.
   The registry you specify should support the v2 API version and catalog endpoints.
   To link to OCIR, enter the registry path in the https://<ocir_region_code>.ocir.io format. For example: If your region is Ashburn, enter iad.ocir.io. See Availability by Region Name and Region Code to locate the region codes.
6. In Authentication, select the authentication type
   • Basic (default): Select and enter the basic username and password details in Username and Password.
     To authenticate and access the external Docker Hub registry, specify your Docker ID.
     To connect to OCIR, enter the username of the OCI user who can access OCIR in the<tenancy_name>/<oci_user_name> format. For example, mytenancy/myociuser. In password, enter the OCI user’s auth token. See Getting an Auth Token.
   • OAuth2: Select and enter the long-lived access token for authentication in Auth Token. Don’t enter a short-lived access token.
     For more information about OAuth2 in Docker, see https://docs.docker.com/registry/spec/auth/oauth/.
   • Anonymous: Select if the registry can be accessed anonymously and doesn’t require authentication.
7. Click Create.
After verifying the credentials and the URL, the registry will be added to the **Linked External Docker Registries** section. You can browse its repositories and images from the **Docker** page.

After linking a Docker registry, you can also configure a job to use it while running a build. If you update the linked Docker registry’s details, the updated information will be passed to any build jobs that use those details.

## Browse a Linked Docker Registry

As you browse a registry, you can see its repositories and images, download its image manifest file, copy push and pull commands, and delete an image tag.

To browse a linked Docker registry's repository, select it from the Docker Registry drop-down list.

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>View images of a repository</td>
<td>Open the Docker registry repository and click the repository name. To view tags of an image, click an image tag.</td>
</tr>
</tbody>
</table>
| Download the repository's image manifest | 1. Open the Docker registry repository.  
2. In **Image Tags**, click the image tag.  
3. On the right side, in the **Info** section of **Tag Details**, click **Download**.  
4. Save the file to your computer. |
| Copy pull and push commands | You use the `docker pull` command to get images of a repository. To upload images to the repository, you use the `docker push` command. You can use these commands to configure a build job that connects to the Docker registry.  
To copy the push and pull commands:  
1. Open the Docker registry repository.  
2. In **Image Tags**, click the image tag.  
3. On the right side, in the **Docker Command** section, pull and push commands are displayed.  
   - In the **Pull** tab, click **Copy** to copy the `docker pull` commands to the clipboard.  
   - In the **Push** tab, click **Copy** to copy the `docker push` commands to the clipboard. |
| Delete an image tag | 1. Open the Docker registry repository.  
2. In **Image Tags**, mouse over the tag you want to delete, and click **Delete**.  
3. In the Confirm Delete dialog, select the **I understand that my selected tag will be permanently deleted** check box, and click **Yes**. |
Use the Project's NPM Registry

Whenever a project is created, VB Studio provisions a private Node Package Manager (NPM) registry for the project.

You can use the built-in private NPM registry in VB Studio to do these things:

- Download and publish private Javascript packages using Node.js/NPM command line tools.
- Configure a build in a Node.js project to download a JS package from and/or publish a JS package to the project's NPM registry using Node.js/NPM command line tools.
- Browse and search for the available NPM package in the project's NPM registry.

When you install a package using the `npm install` command, NPM automatically attempts to install any dependencies required by the package. Your project's private VB Studio NPM registry will be checked first and, if a dependency isn't found there, the request is automatically forwarded to the default remote NPM registry. You just upload your project-specific package(s), and let NPM take care of resolving any dependencies at build time.

This feature is provided for customers who have developed their own Node.js packages that they want to use in their projects at their company but they don't want to publish to npmjs.org. This gives them a way to share those private Node.js packages with the rest of their company. The project's private NPM registry is a registry of your own internal packages.

Any package, scoped or unscoped, which has been published to the VB Studio NPM registry can be downloaded. You can configure the NPM client to download these packages or you could also use the NPM page's browse feature to download the packages. If a required package isn't found in the VB Studio NPM registry, it'll be downloaded from the external NPM registry. The package found in the remote registry won't be pulled down to the VB Studio NPM registry automatically, but nothing prevents you from doing so manually.

You can access the NPM page by clicking NPM on the left navigator or by clicking the Project Registry link under the NPM category in the Repositories panel on the Project Home page.

Configure Your Connection to the Project's NPM Registry

To simplify the NPM configuration process, VB Studio generates a snippet for you to use your local `.npmrc` file. The NPM command line client needs this information to establish a connection with your project's NPM registry and the default external NPM registry. There are two ways to establish your connection: with basic authentication or with token-based authentication.

Configure Basic Authentication

To set up your connections with basic authentication:

1. In the `npm Configuration` section on the NPM page, in the Basic tab, enter your VB Studio password, which VB Studio encodes and inserts into the NPM configuration snippet located below it.
Your password isn’t stored. It’s only used to generate a base64-encoded string for the NPM configuration snippet.

2. Copy the contents from the NPM Configuration snippet and manually paste it into your local .npmrc file:
   - On a Windows system, the .npmrc file is in %USERHOME%/npmrc.
   - On a UNIX system, the file location is ~/.npmrc.

   **Note:**
   
   Don’t change the always-auth property value to “true” in your local .npmrc file. The default value for the property is “false” and must not be changed. If you set the always-auth property to “true”, the NPM client sends an Authorization header to the remote proxied public NPM Registry.

The contents of the Default tab configure your connection to the project’s private NPM registry to push both scoped (any scoped package) and unscoped packages. The contents of the Scoped tab configure the connection to the project’s private NPM registry for a particular scoped value only.

3. Save your local .npmrc file.

Configure Token-Based Authentication

   **Note:**
   
   The npm login command won’t generate a token for an NPM client if your username contains non-URL-safe special characters, such as the @ character. This limitation means that your username cannot be an email address if you want to use the npm login command for token generation (and use the generated token to perform NPM operations such as npm install, npm publish, and npm search).

   To configure token-based authentication, you can simply use the Get .npmrc entries directly token generation option that doesn't have this limitation. VB Studio generates the necessary snippet to copy and paste into your .npmrc file so you can use the access token with your current username. The alternative is having your organization administrator generate an IDCS user (has no non-safe characters in the username) for you.

To set up your connections with token-based authentication:

1. In the NPM page’s npm Configuration section, select the Token tab.
2. Choose a configuration method for token-based authentication:
   - Select the **Get .npmrc entries directly** option to generate the token and retrieve the required .npmrc entries directly from VB Studio. See step 3.
   - Select the **Use npm login manually** option only if your username contains no non-URL-safe characters. You could then supply your VB Studio login credentials when prompted after entering `npm login` on the command line. See step 4.

3. After selecting **Get .npmrc entries directly**, click **Get .npmrc Entries**. The **Get .npmrc Entries** dialog displays.

   a. Click **Copy** to copy the generated .npmrc entries in the **Default** tab (to push both scoped and unscoped packages) or the **Scoped** tab (to push a particular scoped package only).
   
   b. Paste the content you just copied into your local .npmrc file and save it.
   
   c. Click **Dismiss** to close the dialog.
4. After selecting **Use npm login manually**, the **npm Configuration** section in the **Browse** tab displays this information.

![npm Configuration](image)

<table>
<thead>
<tr>
<th>Get</th>
<th>Use npm login manually</th>
</tr>
</thead>
<tbody>
<tr>
<td>registry=<a href="https://testorg1developer.test.com/profile/testorg1/s/testorg1_npm">https://testorg1developer.test.com/profile/testorg1/s/testorg1_npm</a> regist 24188/npm/</td>
<td>email=<a href="mailto:alex.admin@example.com">alex.admin@example.com</a></td>
</tr>
</tbody>
</table>

- **Basic**
  - To use token-based authentication, copy the snippet in the Default tab and paste it into your local .npmrc file.

- **Scoped**
  - **Default**
    - registry=https://testorg1developer.test.com/profile/testorg1/s/testorg1_npmregist 24188/npm/
    - email=alex.admin@example.com
  - Use the command line to enter this command, then supply your Visual Studio login credentials when prompted:
    - npm login

a. Click ![Copy](image) to copy the snippet in the **Default** tab (to push both scoped and unscoped packages) or the **Scoped** tab (to push a particular scoped package only).

b. Paste the contents you just copied into your local .npmrc file and save it:
   - On a Windows system, the .npmrc file is in %USERHOME%/npmrc.
   - On a UNIX system, the file location is ~/.npmrc.

c. Click ![Copy](image) to copy the provided npm login command (for all scoped and unscoped packages) or npm login --scope=@scope<scope> command (for scoped packages only).

d. Paste the command you just copied to the command line and run it. Modify the scope, as needed and supply your VB Studio login credentials when you're prompted for them. VB Studio generates a personal access token and, once the NPM client receives the response that contains the generated token, it adds that to your .npmrc file. This process generates a non-expirable token.

You can examine the details for the token in the **Personal Access Tokens** tab under the user **Preferences**. Select the token and view the information in the **Basic Details** and **Scopes** tabs.

The token remains valid until the you change your password. You can also invalidate a single token by logging out on a machine where you're logged in with that token.

Create and Manage a Project's Remote NPM Registry Connection

If your project users access the remote default NPM registry frequently, you can create a pre-defined connection for them. Project users can then configure a job and use the connection to access as well as publish scoped and unscoped packages in the default NPM registry while running builds.

To create a connection, you'll need the credentials of a user who can access the remote NPM registry.
You must be a project owner to add and manage the remote NPM registry:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
</table>
| Add a remote NPM registry connection | 1. In the left navigator, click **Project Administration**.  
2. Click **Builds**.  
3. Click the **NPM Connection** tab.  
4. Click **Add NPM Connection**.  
5. In the Create NPM Connection dialog box, in **Connection Name**, enter a unique name.  
6. In **Username** and **Password**, enter the credentials of a user who has access to the remote NPM registry.  
7. In **Registry URL**, enter the Registry URL for the default remote NPM registry, for example https://registry.npmjs.org.  
8. Click **Create**. |

| Edit a connection and change the connection’s user credentials or provide another Registry URL | 1. In the left navigator, click **Project Administration**.  
2. Click **Builds**.  
3. Click the **NPM Connection** tab.  
4. Click **Edit** for the NPM connection you want to edit.  
5. In the Edit NPM Connection dialog box, if necessary, enter the credentials of a user who has access to the remote NPM registry. In **Registry URL**, if necessary, enter the URL for the default remote NPM registry.  
6. Click **Update**. |

| Delete the connection | 1. In the left navigator, click **Project Administration**.  
2. Click **Builds**.  
3. Click the **NPM Connection** tab.  
4. Click **Delete** to delete the NPM connection.  
5. In the Delete NPM Connection dialog box, click **Delete**. |

### Configure a Job to Connect to the NPM Registry

You can use a predefined connection to set up a job to connect to the project’s NPM registry or to an external NPM registry:

1. Open the job’s configuration page.
2. In the **Configure** view, click the **Before Build** tab.
3. Click **Add Before Build Action**, select **NPM Registry Connection**, and make sure that the build action is **Enabled**.
4. Select the registry to use:
• To access scoped or unscoped packages in your project's private NPM registry, select the Use project's NPM registry checkbox and the URL will be populated automatically.
  
  If you want the build to use the project's custom configuration file (.npmrc), specify its path (for example, path/to/my/project/.npmrc) in the Custom .npmrc field.

• To access packages in an external NPM registry, select the Use External NPM registry checkbox, set the toggle to Use existing connection, and select a pre-defined connection from the dropdown, if your project owner has created a connection. (If a pre-defined connection isn't available, you won't be able to set one up from this page so you'll need to contact your project owner to define a connection for you to use.) Once the registry has been selected, the configured registry URL and the credentials are displayed in the read-only fields.

  If you want the build to use the project's custom configuration file (.npmrc), specify its path (for example, path/to/my/project/.npmrc) in the Custom .npmrc field.

5. To add NPM commands that use the NPM registry connection and run when the job is executed:
   a. Select the Steps tab in the job configuration page.
   b. Click the Add Step dropdown.
   c. Select Common Build Tools, and then select Unix Shell.
   d. Specify the NPM command to run, for example npm install --verbose, in that step.

6. Click Save.

Use the NPM Command Line with the Project's NPM Registry

You can use the following NPM commands either on the NPM command line or as a command or series of commands in a UNIX shell build step:

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>npm install</td>
<td>Installs a package, and any packages that it depends on, in the project's NPM registry. There are several ways to use the npm install command, so refer to npm-install to learn about the different variations. When this command is used with the project's NPM registry, packages will always be searched for in the project's NPM registry first.</td>
</tr>
<tr>
<td>Command</td>
<td>Description</td>
</tr>
<tr>
<td>----------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>npm publish</td>
<td>Publishes a package to the project’s NPM registry, so it can be installed by name. By default, the standard <code>npm publish</code> command publishes packages to the public registry. The default behavior can be overridden by specifying a different default registry or using a scoped package name. See <a href="#">npm-publish</a>.</td>
</tr>
<tr>
<td>npm unpublish</td>
<td>Removes a package version from the project’s NPM registry, deleting its entry and removing the tarball. If you want to encourage users to upgrade, consider using the <code>npm deprecate</code> command instead. See <a href="#">npm-unpublish</a>.</td>
</tr>
<tr>
<td>npm deprecate</td>
<td>Updates the project’s NPM registry entry for a specific version or a range of versions of a package and provides a deprecation warning to everyone who attempts to install the deprecated package. You must be the package owner to use this command. The format of the command is: <code>npm deprecate &lt;pkg&gt;[@&lt;version&gt;] &lt;message&gt;</code> See <a href="#">npm-deprecate</a>.</td>
</tr>
<tr>
<td>npm dist-tag</td>
<td>Adds, removes, and enumerates distribution tags on a package. See <a href="#">npm-dist-tag</a>.</td>
</tr>
<tr>
<td>npm search</td>
<td>Searches the project’s NPM registry for packages matching the search terms. The command searches through package metadata for all files in the project’s NPM registry. The search API performs local searches only (searches the private VB Studio NPM registry only). It doesn’t search and return results from the remote proxied public NPM registry. See <a href="#">npm-search</a>.</td>
</tr>
<tr>
<td>npm login</td>
<td>Allows you to log in to NPM, creating/modifying entries in the <code>~/.npmrc</code> file for authentication. Note that at least one of the two ways to log in must be configured, that is, you must either provide the required fields (username, password and email) using environment variables or pass them as command line arguments, or both. See <a href="#">npm-cli-login</a>.</td>
</tr>
<tr>
<td>Command</td>
<td>Description</td>
</tr>
<tr>
<td>-------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>npm logout</td>
<td>Logs out of the registry. If you're logged into a registry that supports token-based authentication, this command directs the server to end this token's session, invalidating the token everywhere you're using it, not just for the current environment. If you're logged into a registry that uses basic authentication (username and password), this command clears the credentials in your user configuration. In this case, it only affects the current environment. If --scope is provided, the command finds the credentials for the registry that's connected to that scope, if one was set. See npm-logout.</td>
</tr>
</tbody>
</table>

### Publish JS Packages to VB Studio's NPM Registry

JS packages can be uploaded manually to the project's NPM registry from the Publish tab on the NPM page. Alternatively, JS packages can be uploaded to the registry by executing a build job or pipeline.

From the Publish tab, you can drag and drop or select a JS package (a gzipped tarball, in other words a .tar, .tar.gz, or .tgz file) that you want to publish and initiate the publishing operation. Multiple versions of the same JS package or multiple different JS packages can be uploaded in one operation as well. You can monitor the status of ongoing as well as completed operations.

As part of the publishing operation, the package metadata document will be generated, if one doesn't already exist, or it will be updated, if one already exists. The version metadata document will be generated. After a successful upload operation, the generated or updated metadata documents can be viewed in the NPM page.

See Publish Packages with a Job or Pipeline for more information about using a build job or pipeline instead of the UI to upload packages to the NPM registry.

### Select and Publish Packages from the NPM Page

Here's how you can use the NPM page to select and publish a JS package (or multiple packages):

1. Open the project's NPM page.
2. Open the Publish tab.
3. Drag and drop the Node.js package(s) you want to publish to the upload area or click in the area to bring up a file browser for locating and selecting the package(s) to upload.

   The upload infrastructure expects a tarball (or multiple tarballs) created using Gzip. In other words, it expects a file (or files) with a .tar, .tar.gz, or .tgz file extension. The names, sizes, and upload statuses of the file(s) to be uploaded are displayed in an area below the upload area.
4. Under the **Specify NPM identifiers** section, select the package layout used for the upload operation.

   The options are:
   - Let VB Studio derive the internal package file(s) from the internal package name(s) of the selected tarball(s).
     
     This is the default option for selections with multiple tarballs. The tarball’s (or tarballs’) internal package file(s) are used to determine the target upload path.
   - Specify the NPM identifiers that will be used to rename the packages manually and VB Studio will derive the layout from the **Scope**, **Name** (required), **Version** (Required), and **Tags** fields.
     
     With this option, the target upload path is determined from the specified fields’ values. This option is useful for publishing a downloaded tarball under a custom folder layout created with the values of the specified NPM identifiers.

   If you selected a single file to upload, you can override the default automatic option and manually specify the identifiers, but if you selected multiple files, the manual option isn’t available.

5. **Generate or update metadata files** is selected by default, but you can deselect it.

6. If you selected to manually define the fields, **Target path where the selected packages will be published** will display the package’s new path using the specified scope and name NPM identifiers.

   Verify that it is what you expected (and wanted).

7. Click **Publish to NPM**.

Monitor the Upload and View the Published Package(s)

VB Studio initiates the upload process and progressively shows the status as it occurs.

1. After you click **Publish to NPM**, the tarball files are scanned for viruses.
   
   If any tarball files are determined to be unsafe, the **Antivirus scanning of attachment failed** error message is displayed.

2. If the tarball files are determined to be safe, the tarball content is examined, looking for the **package.json** file, which is parsed if found.
   
   If the **package.json** file isn't found in the tarball file, or if the internal **package.json file** cannot be parsed, if the option to **Use Selected Tarball(s)'s internal package file** was selected for the package layout option, the **Unable to find or parse correctly the package archive (package.json) within the tarball content** error message will be displayed.

3. The project's NPM registry is checked to see whether it already has same version of package.
   
   If it does, the **Package already exists and cannot be overwritten** error message will be displayed.

4. If the **Generate or update metadata files** option was selected, the NPM registry is checked for an existing package metadata file (or files).
   
   If package metadata is already available, that metadata is retrieved and the package metadata is updated with the new version. Otherwise, a new package metadata is created. Creating and updating this metadata is based on the tarball file’s internal package file and the user-specified value for the custom layout option.
The new version of the metadata file is created, based on the tarball file’s internal package file and the user-specified value for the custom layout option.

5. The tarball is put into the project’s NPM registry.

6. The aggregated package metadata is put into the project’s NPM registry and the aggregated package metadata is uploaded.

7. The version metadata is added to the project’s NPM registry. The status(es) of successful, partial, and failed upload(s) are displayed.

Publish Packages with a Job or Pipeline

You can create a build job or pipeline to publish a JS package (or multiple packages) to the project’s NPM registry: Here’s how to configure a build job that does that:

1. From the Jobs Overview page, click Configure to bring up the Job Configuration page.

2. In the Configure view, select the Git tab, and configure Git. Select the repository and the branch or tag.

3. In the Before Build tab, click Add Before Build Action and select NPM Registry Connection. Select Use project’s NPM registry. Notice that the Registry URL is displayed, but is grayed out.

4. In the Steps tab, add a Unix Shell step with a script, similar to this:

5. In the Settings view, select the Software tab. Make sure that the selected Software template lists one of these Node.js versions in the Available Software section:
   - Node.js 17 (Version 17.6.0)
   - Node.js 16 (Version 16.14.0)
   - Node.js 14 (Version 14.19.0)

   If the job doesn't use one of these Node.js versions, the build information won't be displayed in Build Details on the NPM page’s Package Details section.

6. Click Save.

A build job that has been configured in this manner can be included in a pipeline and, after it has been executed successfully, the pipeline build information will be displayed in the Build Details section in the NPM page’s Package Details section.
Browse and Search Packages in Your Project's NPM Registry

From the NPM page, you can browse the project's NPM registry or search for and locate packages in the registry.

With Browse selected, you can display and select packages, then view details about the packages in the Info section, under Registry Details. You can select just one package, or use Select All to select all packages. You can also select Invert Selection or Delete.

When the list of items is long, you can sort by Name, Size, and Last Updated, in ascending or descending order:

The sort settings will be remembered for the duration of the session, but will revert back to the default setting after a new browser window is opened. Being able to sort this way can be very useful when you want to analyze artifacts for retention, based on their size and how frequently they have been used, which you can see from the last updated date.

You can select a file and see details in the panel on the right. The panel can display up to three categories of details, including Info at the top and Dependencies at the bottom, with tabs for Default, Optional, Dev, and Peer views. If there are too many dependencies to list in the display, click the Download ↓, then open and examine the file.

If you uploaded the package by executing a build job or a pipeline, a third category, Build Details, will be displayed between the other two.

Here's an example showing build details for a package that was uploaded by a user-initiated job:
You can only view and examine build details for published Node.js packages in the NPM page if you select a build executor template that contains one of the following Node.js versions from the software catalog:

- Node.js 17 (Version 17.6.0)
- Node.js 16 (Version 16.14.0)
- Node.js 14 (Version 14.19.0)

Here's an example showing build details for a package that was uploaded by a pipeline:
If the selected package has been deprecated, its details will be displayed under Deprecation Details, in the Package Details panel. These details could include a message provided by the author when the package is being deprecated, such as “Version no longer supported because it used outdated code”.

You can use the page’s basic search capability by entering a search string, then using All or Files to filter the results.

You can use Package Search to use the Name, Keywords, Version, or Author fields to search for a package in the registry. The asterisk (*) can be used as a wildcard character. To improve performance, specify your search criteria as precisely as possible.

To narrow your search results, select Show Advanced Options, then click Search. These are the options you can specify:

- **Size**: Specify the Min and/or Max package sizes to search. The sizes could range from KB to GB.
- **Updated**: Use Since and/or Before by entering the date in mm/dd/yy format or by selecting it using the calendar.

Search results can be returned under two views, packages or files.

To delete a file or package that was returned by the search, select the checkbox next to the package or file you want to delete, then click Delete. When you’re asked to confirm, press Yes, Delete All.
Send Notifications to External Software Using Webhooks

A project owner can create and configure a webhook to send notifications to remote services and applications about Oracle Visual Builder Studio (VB Studio) events such as a Git push, an issue update, a merge request update, or a build completion.

When you create a webhook, you specify a webhook provider. When an event occurs and the webhook triggers, the webhook provider processes the event, sets the properties used to generate the HTTP request, and dispatches the HTTP request to the target service.

**Slack**

Slack is cloud-based team collaboration software. Using a Slack Webhook, you can configure VB Studio to send events and activities notifications to a Slack channel. To find more about Slack, see https://slack.com/.

To send notification to a Slack channel, get its incoming webhook URL. Then, create a VB Studio webhook and add the incoming webhook URL to the webhook.

**Get the Slack Channel’s Incoming Webhook URL**

You must be the workspace owner to get the incoming webhook URL.

1. Open the Slack workspace in a web browser or the Slack app.
   For example, this image shows a Slack workspace called Demo.

2. In the left navigator, click Apps.

3. In the search box on the Browse Apps page, enter incoming webhook.
4. If `incoming-webhook` is pre-installed, click **View**, and then click **Settings**.

If it isn't installed, then install it and configure it.

a. Click **Install**.

b. On the Incoming WebHooks page, click **Add Configuration**.

c. From the **Post to Channel** list, select the channel, and click **Add Incoming WebHooks integration**.
5. In Integration Settings, from the Post to Channel drop-down list, select the channel. In Webhook URL, click Copy URL.

![Integration Settings](image)

6. Scroll down to the bottom of the page and click Save Settings.

Configure a Slack Webhook in VB Studio to Send Event Notifications

The Slack webhook is a outgoing webhook that sends VB Studio event notifications to a Slack channel.

The project owner can create and configure a webhook:

1. In the left navigator, click Project Administration.
2. Click Webhooks.
3. Click + Create Webhook.
4. From Type, select Slack.
5. In Name, enter a unique name.
6. In URL, enter or paste the Slack channel's incoming Webhook URL. Make sure it's in the https://hooks.slack.com/services/... format.
7. In Subscribe, select the events that trigger the webhook.
   If you select the Select specific events option, in Events, select the check boxes of events that trigger the webhook.
8. To test the webhook, click Test.
9. Click Done.

When VB Studio events happen, notifications are sent to the Slack channel.
PagerDuty

PagerDuty is an incident management platform that enables you to send notifications via email, push, SMS, and phone. Using the PagerDuty webhook, you can send notifications to your PagerDuty service about events in VB Studio. When the PagerDuty service receives notifications from VB Studio, it can redirect those notifications via email, push, SMS, and phone. To find more about PagerDuty, see https://www.pagerduty.com/.

To send notifications to PagerDuty, set up your PagerDuty account to receive notifications and create a VB Studio webhook.

Set Up the PagerDuty Account

To set up PagerDuty, create an API key, add services, and add users who would receive PagerDuty notifications.

You must be the account owner or assigned the PagerDuty Admin role to set up the PagerDuty account.

1. Log in to PagerDuty as the account owner or administrator.
2. To set up the API key, from the Configuration menu, select API Access.
3. Click **Create New API Key**.

4. In the Create API Key dialog box, enter a name for the key and click **Create Key**.

5. From the New API Key dialog box, copy the **API Key** value and keep it safe. You can't view or copy the key after closing the dialog box.
6. Click Close.

7. If not configured, set up services (such as applications or components) you wish to open incidents against. From the Configuration menu, select Services.

8. Click New Service.


10. If not configured, add users who'd receive notifications. From the Configuration menu, select Users.

11. Click Add Users.

12. In the Invite your team dialog box, add the details of users you want to invite, and click Add.

13. When you're finished adding users, click Send Invitations.

Configure a PagerDuty Webhook in VB Studio to Send Event Notifications

The PagerDuty webhook is a outgoing webhook used to send VB Studio event notifications to a PagerDuty account.

The project owner can create and configure a webhook:

1. In the left navigator, click Project Administration 📚.
2. Click Webhooks.
3. Click + Create Webhook.
4. From Type, select PagerDuty.
5. In Name, enter a unique name.
6. In API Key, enter the API key of the PagerDuty service.
7. In Service, select the desired PagerDuty service from the list. The webhook sends event notifications to the selected service.
8. In Sender, select the PagerDuty registered user whose name will be attached to the events sent by the webhook.
9. In Event Groups, select the events that trigger the webhook.
   If you selected the Select specific events option, in Events, select the check boxes of events that trigger the webhook.
10. Click Done.

Jenkins

Jenkins is an open-source continuous integration software used to build and test your software applications. Using the various Jenkins webhooks, you can integrate your Jenkins with VB Studio to run builds. Jenkins must be available on the public Internet to accept webhook notifications.

You can use these webhooks to integrate Jenkins with VB Studio:

<table>
<thead>
<tr>
<th>To do this ...</th>
<th>Use this webhook</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger a Jenkins job on SCM polling of the job's Git repository</td>
<td>Hudson/Jenkins Git Plugin</td>
</tr>
<tr>
<td>Trigger a Jenkins job on a project's Git repository update</td>
<td>Hudson/Jenkins Build Trigger</td>
</tr>
<tr>
<td>Link a Jenkins job with a merge request</td>
<td>Jenkins Merge Requests</td>
</tr>
<tr>
<td>Receive notifications in VB Studio project's activity feed from Jenkins when a job's build runs or completes</td>
<td>Jenkins Notification Plugin</td>
</tr>
</tbody>
</table>
Use SCM Polling to Trigger a Jenkins Job

Use the Hudson/Jenkins - Git Plugin Webhook to trigger a Jenkins job when SCM polling indicates source file changes in a VB Studio Git repository.

To trigger the Jenkins job:

1. If not installed, install the Git plugin.
2. Create or configure the Jenkins job to use the Git repository in a VB Studio project as source.
3. Enable SCM polling in the Jenkins job.
4. Create or configure a webhook to send a notification to Jenkins when the job's Git repository (or any project Git repository) is updated.

When the Jenkins Git plugin receives notification of a change in a repository, it goes through all Jenkins jobs that have SCM polling enabled and matches the provided notification parameters, such as Git repositories and branches. For all matching jobs, it starts a build. A build won't run when polling indicates that no changes were found.

For more information about the Jenkins Git plugin, see https://wiki.jenkins-ci.org/display/JENKINS/Git+Plugin#GitPlugin-Pushnotificationfromrepository.

Set Up Git on Jenkins

To set up Git on Jenkins, you must be assigned the Jenkins Admin role. Git must also be installed on the computer running Jenkins. If the plugin is already installed and configured, ignore this section.

1. Log on to Jenkins using the administrator credentials.
2. From the links on the left side of the page, click Manage Jenkins.
3. To install the Git plugin, click **Manage Plugins**.

4. In the **Available** tab, search for Git. Under **Source Code Management**, select the plugin's check box and click **Download now and install after restart** or **Install without restart**.

5. Wait for the plugin to install.

6. Restart Jenkins.

7. From the links on the left side of the page, click **Manage Jenkins**.

8. Click **Global Tool Configuration**.

9. In **Git**, enter the local path of the Git executable.

10. Click **Save**.

**Configure the Jenkins Job to Use the VB Studio Git Repository and Enable SCM Polling**

Configure the job to use the VB Studio Git repository and enable SCM polling.

1. Log on to Jenkins.

2. Create or open a job.

3. From the links on the left side of the page, click **Configure**.

4. Click the **Source Code Management** tab.

5. Select **Git**.

6. In **Repository URL**, enter the VB Studio project's Git repository URL.

   Remember the URL's protocol as you'd need to specify it when you create the webhook.
You can copy the URL from the **Clone** menu of the VB Studio **Git** page.

After entering the URL, you might see a **Failed to connect to repository ...** error message. It appears because you haven't provided the VB Studio access credentials to Jenkins.

a. Next to the **Credentials** list, click **Add** and then select **Jenkins**.
b. In the Jenkins Credentials Provider dialog box, enter the VB Studio username and password in **Username** and **Password**. Leave other fields with their default values.

c. Click **Add**.

The error message should disappear. If you still see the error message, configure the proxy settings of Jenkins. See the Jenkins documentation to see how to do that.

7. Click the **Build Triggers** tab.

8. Select the **Poll SCM** check box.

9. Continue to configure the job.

10. When you're finished, click **Save**.
Configure a Webhook in VB Studio to Trigger a Jenkins Job on a Git Repository Update

After configuring the Jenkins job, create the VB Studio webhook to trigger the job when a Git repository gets updated.

1. In the left navigator, click **Project Administration**.
2. Click **Webhooks**.
3. Click **+ Create Webhook**.
4. From **Type**, select **Hudson/Jenkins - Git Plugin**.
5. In **Name**, enter a unique name.
6. In **Notification URL**, enter the URL of the target Jenkins server.
   - The URL must be in the `http://your_server/.../git/notifyCommit` format.
   - Example: `http://my_jenkins.com:8080/git/notifyCommit`
7. To ignore SSL errors, select the **Ignore SSL Errors** check box.
8. In **Notification Parameters**, specify the URL type.
   - In **Repository URL Type**, select **HTTP Repository Address** to send the HTTP URL of the selected Git repository in the webhook notification. Select **SSH Repository Address** to send the SSH URL of the selected Git repository in the webhook notification.
     - You must specify the same protocol that’s used in the Jenkins job configuration.
   - In **Append**, to append the SHA-1 Checksum hash of the last commit in the webhook notification, select the **sha1 (Jenkins only)** check box.
   - To append branch information of the last commit in the webhook notification, select the **branches** check box. This enables jobs to poll the specified branches only.
9. In **Repository** and **Branches**, specify the Git repository and branches that trigger the webhook.
   - In **Repository**, select **All Repositories** to trigger Jenkins jobs that use any of the project's Git repositories.
10. Click **Done**.

Create a Hudson/Jenkins - Build Trigger Webhook to Trigger a Jenkins Job on an Update to a Git Repository

You can use the Hudson/Jenkins - Build Trigger webhook to trigger a Jenkins job when a Git repository gets updated. It’s not necessary for the Jenkins job to use a VB Studio project's Git repository as source.

You need to specify the Jenkins security settings to enable the webhook to connect to Jenkins.
If... | Do this:
--- | ---
Jenkins allows anonymous user to trigger a build | 1. Create an authentication token in the Jenkins job.  
2. Configure the webhook to connect to the Jenkins job using the authentication token.

Jenkins allows only authenticated users to trigger a build | 1. Get an authenticated user's API Access token.  
2. Create an authentication token in the Jenkins job.  
3. Configure the webhook to connect to the Jenkins job using the API Access and the authentication token.

You want to trigger the job without an authenticated user's credentials but anonymous access on Jenkins is disabled or lacks read permissions or Jenkins uses a build token root to trigger builds | 1. Install the Build Authorization Token Root Plugin on Jenkins if it has not already been installed.  
2. Create an authentication token in the Jenkins job.  
3. Configure the webhook to connect to Jenkins job using the authentication token.

Security is completely disabled on Jenkins | Configure the webhook to connect to the Jenkins job. No Jenkins configuration is required.

Install the Build Authorization Token Root Plugin on Jenkins

If anonymous access is disabled on Jenkins and if you want to trigger Jenkins jobs without an authenticated user's credentials, install the Build Authorization Token Root plugin on Jenkins. You must be assigned the Jenkins Admin role to install the plugin. The plugin is required. To find out more about the plugin, see [https://wiki.jenkins-ci.org/display/JENKINS/Build+Token+Root+Plugin](https://wiki.jenkins-ci.org/display/JENKINS/Build+Token+Root+Plugin).

1. Log on to Jenkins using the administrator credentials.
2. From the links on the left side of the page, click Manage Jenkins.
3. Click **Manage Plugins**.

4. In the **Available** tab, search for **Build Authorization Token Root**, select its check box, and click **Download now and install after restart** or **Install without restart**.

5. Wait for the plugin to install.

6. Restart Jenkins.

Get the Jenkins API Access Token

If Jenkins allows authenticated users only to trigger builds, use the API Access token of an authenticated user as the user's credentials in the VB Studio webhook.

To use the API Access token in a VB Studio webhook, provide the username and the token of an authenticated user. If you don't want to provide a user's details, create a separate username to trigger builds and assign the user the **Overall/Read**, **Job/Read** and **Job/Build** permissions. Then, use this user's details in the webhook.

1. Log on to Jenkins using the user's credentials whose API Access Token you want to use in the webhook.
2. In the upper-right corner, mouse over the user name, click and select **Configure**.

3. In the **API Token** section, add a new token or use the legacy token.
   
   To view the legacy token, click **Show Legacy API Token** and then copy the token. Keep the legacy token value somewhere safe, because you'll need to enter it in the VB Studio webhook.
   
   To create a token, click **Add new token** and immediately copy the token value. You won't be able to see the token value later and you'll need to generate another token. Keep the new token value somewhere safe because you'll need to enter it in the VB Studio webhook.

4. Click **Save**.

**Configure the Jenkins Job to Set an Authentication Token**

You need to set the authentication token if Jenkins allows anonymous access, access to authenticated users only, or uses the build token root plugin. Use the same token name when you configure the webhook.

1. Log on to Jenkins.
2. Click the job name.
3. From the links on the left side of the page, click **Configure**.
4. Click the **Build Triggers** tab.
5. Select the **Trigger builds remotely (e.g., from scripts)** check box.

6. In **Authentication Token**, enter a unique string as a token. You can enter any string value. Example: `my_auth_token`

Make sure that the authentication token isn't used in any other job.
7. Continue to configure the job.
8. When you're finished, click **Save**.

Configure a Webhook in VB Studio to Trigger a Jenkins Job on a Git Repository Update

Before you create the webhook, make sure that you've installed the required plugins and have the token required to access Jenkins through the webhook.

1. In the left navigator, click **Project Administration**.
2. Click **Webhooks**.
3. Click **+ Create Webhook**.
4. From **Type**, select **Hudson/Jenkins - Build Trigger**.
5. In **Name**, enter a unique name.
6. In **Build Server URL**, enter the Jenkins base URL. If the Jenkins job URL is `http://my_jenkins/path/job/my_job`, then enter `http://my_jenkins/path/`.
7. If you provided an HTTPS URL in **Build Server URL**, select the **Ignore SSL Errors** check box to ignore SSL errors if Jenkins uses a self-signed certificate (or an invalid one).
8. In **Job Name**, enter the case sensitive name of the job on the target build server.
9. From **Build Server Security**, select the Jenkins security schema and enter the required details:
<table>
<thead>
<tr>
<th>Security Option</th>
<th>Fill in these fields</th>
</tr>
</thead>
<tbody>
<tr>
<td>Anonymous Access</td>
<td>Under <strong>Authentication</strong>, in <strong>Remote Build Token</strong>, enter the Jenkins authentication token, similar to what is shown in this example:</td>
</tr>
</tbody>
</table>

Hudson/Jenkins - Build Trigger

- **Name**: jenkins_webhook
- **Active**: ✔
- **Build Server URL**: http://my_jenkins:8080/
- **Ignore SSL Errors**: ☐
- **Job Name**: devcjjob_webhook
- **Build Server Security**: Anonymous Access
- **Authentication**
  - **Remote Build Token**: my_auth_token
<table>
<thead>
<tr>
<th>Security Option</th>
<th>Fill in these fields</th>
</tr>
</thead>
<tbody>
<tr>
<td>API Token Access</td>
<td>Under <strong>Authentication</strong>, enter the authenticated user's details:</td>
</tr>
<tr>
<td></td>
<td>• In <strong>User ID</strong>, enter the username of the Jenkins user.</td>
</tr>
<tr>
<td></td>
<td>• In <strong>API Token</strong>, enter the API token of the Jenkins user.</td>
</tr>
<tr>
<td></td>
<td>• In <strong>Remote Build Token</strong>, enter the Jenkins authentication token, similar to what is shown in this example:</td>
</tr>
</tbody>
</table>

**Hudson/Jenkins - Build Trigger**

*Name*: jenkins_webhook

*Active*: ✔

*Build Server URL*: http://my_jenkins:8080

Ignore SSL Errors

*Job Name*: devajob_webhook

*Build Server Security*: API Token Access

**Authentication**

*User ID*: don.developer

*API Token*: abcd1234efgh5678a12b34c56d78d12:

*Remote Build Token*: my_auth_token
Security Option | Fill in these fields
--- | ---
Build Token Root Plugin | Under **Authentication**, in **Remote Build Token**, enter the Jenkins authentication token, similar to what is shown in this example:

![Hudson/Jenkins - Build Trigger](image)

No Security | NA

10. In **Trigger Event: Git Push**, complete the following:
   a. Select the Git repository.
   b. Specify what to follow: All branches/tags (pushes to any branch or tag), **Branch** (pushes to one specific branch), or **Tag** (forced updates of one specific tag)
   c. If you specified **Branch** or **Tag** in the previous step, select the branch or tag to be followed.
   d. Set up the directory filter.
      Click **Add directory** to specify a directory or list of directories to watch for changes.
      The directory or list of repository directories act as an additional filter for triggering the webhook only when changes are detected in at least one directory or in at least one of its subdirectories. Each directory path needs to be relative to the repository root and be specified using Unix-like slash (/) separators.
   e. Enable the **Parametrized Build** toggle if the build job on the target server accepts parameters. (The target URL is different for parametrized and non-parametrized builds.)
      If **Parametrized Build** is enabled, you can add build parameters using **Add Parameter**. For each parameter, set the name that must match the parameter name defined on the build server side.
   f. Verify the URL displayed in **Target URL**.
      Use cURL with HTTPS GET and the Target URL to check your configuration:
Use the Jenkins - Merge Requests Webhook to Link a Jenkins Job to a Merge Request

You can use the Jenkins - Merge Requests webhook to link a Jenkins job to a merge request. When a commit is pushed to the review branch of the merge request, the webhook sends a notification to Jenkins and triggers a build of the linked job. When the build completes, it sends a notification back to VB Studio. The linked build will approve or reject the merge request, based on the status of the build.

The Jenkins Merge Request is an outgoing as well as an incoming webhook. The Jenkins job and the webhook must use the merge request's Git repository with parameters to define the branch. The Notification plugin must also be installed on Jenkins.

You need to specify the Jenkins security settings to allow the webhook to connect to Jenkins.

<table>
<thead>
<tr>
<th>If ...</th>
<th>Do this:</th>
</tr>
</thead>
</table>
| Jenkins allows an anonymous user to trigger a build on Jenkins | 1. Create an authentication token in the Jenkins job.  
2. Use the authentication token to configure the webhook to connect to the Jenkins job. |
| Jenkins allows only authenticated users to trigger a build | 1. Get an authenticated user's API Access token.  
2. Create an authentication token in the Jenkins job.  
3. Use the API Access and the authentication token to configure the webhook to connect to the Jenkins job. |
| Anonymous access on Jenkins is disabled or lacks read permissions and you want to trigger the job without an authenticated user's credentials or Jenkins uses a build token root to trigger builds | 1. Install the Build Authorization Token Root Plugin on Jenkins if it has not already been installed.  
2. Create an authentication token in the Jenkins job.  
3. Configure the webhook to connect to Jenkins job using the authentication token. |
| Security is completely disabled on Jenkins | Configure the webhook to connect to Jenkins job. No Jenkins configuration is required. |

Install the Notification Plugin on Jenkins

Install the Notification plugin to send notifications from Jenkins.

You must be assigned the Admin role of the Jenkins server to install plugins.
1. Use the administrator credentials to log on to Jenkins.

2. From the links on the left side of the page, click **Manage Jenkins**.

3. Click **Manage Plugins**.

4. In the **Available** tab, search for **Notification**, select its check box, and click **Download now and install after restart** or **Install without restart**.

5. Wait for the plugin to install.

6. Restart Jenkins.

**Install the Build Authorization Token Root Plugin on Jenkins**

If anonymous access is disabled on Jenkins and if you want to trigger Jenkins jobs without an authenticated user’s credentials, install the Build Authorization Token Root plugin on Jenkins. You must be assigned the Jenkins Admin role to install the plugin. The plugin is required. To find out more about the plugin, see [https://wiki.jenkins-ci.org/display/JENKINS/Build+Token+Root+Plugin](https://wiki.jenkins-ci.org/display/JENKINS/Build+Token+Root+Plugin).

1. Log on to Jenkins using the administrator credentials.

2. From the links on the left side of the page, click **Manage Jenkins**.
3. Click Manage Plugins.

4. In the Available tab, search for Build Authorization Token Root, select its check box, and click Download now and install after restart or Install without restart.

5. Wait for the plugin to install.

6. Restart Jenkins.

Get the Jenkins API Access Token

If Jenkins allows authenticated users only to trigger builds, use the API Access token of an authenticated user as the user's credentials in the VB Studio webhook.

To use the API Access token in a VB Studio webhook, provide the username and the token of an authenticated user. If you don't want to provide a user's details, create a separate username to trigger builds and assign the user the Overall/Read, Job/Read and Job/Build permissions. Then, use this user's details in the webhook.

1. Log on to Jenkins using the user's credentials whose API Access Token you want to use in the webhook.
2. In the upper-right corner, mouse over the user name, click ‡ and select **Configure**.

3. In the **API Token** section, add a new token or use the legacy token.

   To view the legacy token, click **Show Legacy API Token** and then copy the token. Keep the legacy token value someplace safe, because you’ll need to enter it in the VB Studio webhook.

   To create a token, click **Add new token** and immediately copy the token value. You won’t be able to see the token value later and you’ll need to generate another token. Keep the new token value someplace safe because you’ll need to enter it in the VB Studio webhook.

4. Click **Save**.

**Configure the Jenkins Job to Set an Authentication Token and Accept Build Parameters**

To trigger the Jenkins job when it receives a notification from VB Studio, configure it to accept the Git repository’s branch name as a parameter and set an authentication token.

1. Log on to Jenkins.
2. Create or open the job.
3. On the left side of the page, click **Configure**.
4. Click the **Job Notifications** tab.
5. Select the **This project is parameterized** check box.
6. From **Add Parameter**, select **String Parameter**.
7. In **Name**, enter `GIT_REPO_BRANCH`.
8. In **Default Value**, enter the review branch name. Example: `patchset_1`
9. Click the **Build Triggers** tab.

10. Select the **Trigger builds remotely (e.g., from scripts)** check box.

11. Enter a unique string as a token. You can enter any string value. Example: `my_auth_token`

    Make sure that the authentication token isn't used in any other job.

12. Continue to configure the job.

13. When you're finished, click **Save**.

**Configure a Webhook in VB Studio to Trigger a Jenkins Job on a Merge Request Update**

After installing the required plugins and configuring the Jenkins job, create the webhook.

1. In the left navigator, click **Project Administration** 🌐.

2. Click **Webhooks**.
3. Click + Create Webhook.
4. From Type, select Jenkins - Merge Requests.
5. In Name, enter a unique name.
6. In Build Server URL, enter the Jenkins base URL.
   If the Jenkins job URL is http://my_jenkins/path/job/my_job, then enter http://my_jenkins/path/.
7. Select the Ignore SSL Errors check box to ignore SSL errors if Jenkins uses a self-signed certificate (or an invalid one) and you provided an HTTPS URL in Build Server URL.
8. In Job Name, enter the case-sensitive name of the job on the target build server.
9. In Repository, select the merge request's Git repository.
10. From Build Server Security, select the security schema of Jenkins and enter the required details.

<table>
<thead>
<tr>
<th>Security Option</th>
<th>Fill in these fields</th>
</tr>
</thead>
<tbody>
<tr>
<td>Anonymous Access</td>
<td>Under Authentication, in Remote Build Token, enter the Jenkins authentication token.</td>
</tr>
<tr>
<td>API Token Access</td>
<td>Under Authentication, enter the authenticated user's details:</td>
</tr>
<tr>
<td></td>
<td>• In User ID, enter the username of the Jenkins user.</td>
</tr>
<tr>
<td></td>
<td>• In API Token, enter the API token of the Jenkins user.</td>
</tr>
<tr>
<td></td>
<td>• In Remote Build Token, enter the Jenkins authentication token.</td>
</tr>
<tr>
<td>Build Token Root Plugin</td>
<td>Under Authentication, in Remote Build Token, enter the Jenkins authentication token.</td>
</tr>
<tr>
<td>No Security</td>
<td>NA</td>
</tr>
</tbody>
</table>

11. Click Done.

Link the Jenkins Job with the Merge Request

1. In the left navigator, click Merge Request.
2. Open the merge request.
3. Click the Linked Builds tab.
   The tab displays linked jobs, if any.
4. In Search and Link Build Jobs, enter the Jenkins job name and select it from the list.
5. Click Save ✓.

When a commit is pushed to the merge request's review branch, the webhook triggers a build of the specified job on the remote Jenkins server and a notification is posted to the project's Recent Activity Feed. If the build succeeds, it'll be added to the Approve section of the Review Status list in the Merge Request page. If the build fails, it'll be added to the Reject section of the Review Status list.
Create a Jenkins - Notification Plugin Webhook So VB Studio Accepts Build Notifications from a Jenkins Job

Use the Jenkins - Notification Plugin Webhook to configure VB Studio to accept build notifications from Jenkins and show build notifications in the Project Home page’s recent activities feed.

Jenkins - Notification Plugin Webhook is an incoming Webhook and accepts build notifications only. Don’t use this webhook to pass information to any external server or accept information of any other type. To use the webhook, install the Notifications plugin on Jenkins, configure the VB Studio webhook to connect to Jenkins, and then configure the Jenkins job to send build notifications.

Install the Notification Plugin on Jenkins

Install the Notification plugin to send notifications from Jenkins.

You must be assigned the Admin role of the Jenkins server to install plugins.

1. Use the administrator credentials to log on to Jenkins.
2. From the links on the left side of the page, click Manage Jenkins.
3. Click Manage Plugins.
4. In the Available tab, search for Notification, select its check box, and click Download now and install after restart or Install without restart.
5. Wait for the plugin to install.
6. Restart Jenkins.

Configure a Webhook in VB Studio to Accept Notifications from Jenkins

1. In the left navigator, click **Project Administration**.
2. Click **Webhooks**.
3. Click **+ Create Webhook**.
4. From **Type**, select **Jenkins - Notification Plugin**.
5. In **Name**, enter a unique name.
6. In **Base URL**, enter the base URL of Jenkins.
   If the Jenkins job URL is `http://my_jenkins/path/job/my_job`, then enter `http://my_jenkins/path/`.
7. In **Track**, select the check boxes for the build job actions to be listed in the Recent Activities Feed of the **Project Home** page.
   - To display activities that occur after the build server job finishes, select the **Build Results** check box.
   - To display activities associated with running builds, select the **Ongoing Builds** check box.
8. Click **Done**.
9. On the Webhooks page, from the webhooks list, select the webhook. From the details displayed on the right, copy the value of **URL**.

Configure the Jenkins Job to Send Build Notifications

Add the VB Studio webhook's URL as a notification endpoint URL to configure the Jenkins job to send build notifications.
1. Log on to Jenkins.
2. Click the job name.
3. From the links on the left side of the page, click **Configure**.
4. Click the **Job Notifications** tab.
5. In **Notification Endpoints**, click **Add Endpoint**.

6. In the **URL** field, paste the URL that you copied from the VB Studio webhook. Leave the default values in the other fields.

7. Click **Save**.

Hudson

Hudson is an open-source extensible continuous integration software used to build and test your software applications. Using webhooks, you can integrate your Hudson...
server with VB Studio to run builds. Hudson must be available on the public Internet to accept webhook notifications.

You can use these webhooks to integrate Hudson with VB Studio:

<table>
<thead>
<tr>
<th>To do this ...</th>
<th>Use this webhook</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger a Hudson job on SCM polling of the job's</td>
<td>Hudson/Jenkins Git Plugin</td>
</tr>
<tr>
<td>Git repository</td>
<td></td>
</tr>
<tr>
<td>Trigger a Hudson job on a project's Git repository</td>
<td>Hudson/Jenkins Build Trigger</td>
</tr>
<tr>
<td>update</td>
<td></td>
</tr>
</tbody>
</table>

Trigger a Hudson Job on SCM Polling

Using the Hudson/Jenkins - Git Plugin Webhook, you can trigger a Hudson job that uses a VB Studio Git repository as source on SCM polling.

To trigger the job:

• If not installed, install the Git plugin
• Create or configure the Hudson job to use the VB Studio project Git repository as source
• Enable SCM polling in the Hudson job
• Create or configure a webhook to send a notification to Hudson when the job's Git repository (or any project Git repository) is updated

When the Git plugin of Hudson receives a notification, it goes through all Hudson jobs that have SCM polling enabled and match the provided notification parameters (such as Git repositories and branches). For all matching jobs, it starts a build. The build won't run if no changes are found by polling.

For more information about the Hudson Git plugin, see http://wiki.hudson-ci.org/display/HUDSON/Git+Plugin#GitPlugin-PostCommitHook.

Set Up Git on Hudson

You must be assigned the Admin role of Hudson to set up Git on it. Git must also be installed on the computer running Jenkins. If the plugin is already installed and configured, ignore this section.

1. Log on to Hudson using the administrator credentials.
2. From the links on the left side of the page, click Manage Hudson.
3. To install the Git plugin, click **Manage Plugins**.

4. In the **Available** tab, click the **Search** subtab, search for **Git**, select the **Hudson GIT plugin** check box, and click **Install**.

5. Wait for the plugin to install.

6. Restart Hudson.

7. From the links on the left side of the page, click **Manage Hudson**.

8. Click **Configure System**.

9. In **Git**, enter the local path of the Git executable.
Configure the Hudson Job to Use VB Studio Git Repository and Enable SCM Polling

Configure the job to access the VB Studio Git repository and enable SCM polling.

1. Log in to Hudson.
2. Create or open a job.
3. From the links on the left side of the page, click **Configure**.
4. In **Source Code Management**, select **Git**.
5. In **URL of repository**, enter the VB Studio project's Git repository URL. Remember the URL's protocol as you'd need to specify it when you create the webhook.

You can copy the URL from the **Clone** menu of the VB Studio Git page.
6. In **Branches to build**, specify the branch name.

7. In the **Build Triggers** section, select the **Poll SCM** check box.

8. Continue to configure the job.

9. Click **Save**.

**Configure a Webhook in VB Studio to Trigger a Hudson Job When the Git Repository Gets Updated**

After configuring the Hudson job, create the VB Studio webhook to trigger the job when the Git repository is updated.

1. In the left navigator, click **Project Administration** 🍀.

2. Click **Webhooks**.

3. Click **+ Create Webhook**.

4. From **Type**, select **Hudson/Jenkins - Git Plugin**.

5. In **Name**, enter a unique name.

6. In **Notification URL**, enter the Hudson URL.
   
   The URL must be in the [http://your_server/.../git/notifyCommit](http://your_server/.../git/notifyCommit) format.
   
   Example: [http://my_hudson.com:8080/git/notifyCommit](http://my_hudson.com:8080/git/notifyCommit)

7. To ignore SSL errors, select the **Ignore SSL Errors** check box.

8. In **Notification Parameters**, specify the URL type.
   
   In **Repository URL Type**, select **HTTP Repository Address** to send the HTTP URL of the selected Git repository in the webhook notification. Select **SSH Repository Address** to send the SSH URL of the selected Git repository in the webhook notification.
   
   You must specify the same protocol that's used in your the job configuration to access the Git repository.
   
   To append branch information of the last commit in the webhook notification, select the **branches** check box. This enables jobs to poll the specified branches only.

9. In **Repository** and **Branches**, specify the Git repository and branches that trigger the webhook.
In **Repository**, select **All Repositories** to trigger all Hudson jobs that uses a Git repository of the project.

10. Click **Done**.

**Trigger a Hudson Job on a Git Repository Update**

You can use the Hudson/Jenkins - Build Trigger webhook to trigger a Hudson job when a project's Git repository is updated. The Hudson job doesn't have to use a VB Studio project's Git repository as source.

To allow the webhook to connect to Hudson, you need to specify the Hudson security settings:

<table>
<thead>
<tr>
<th>If ...</th>
<th>Do this:</th>
</tr>
</thead>
</table>
| Hudson allows anonymous user to trigger a build | 1. Create an authentication token in the Hudson job.  
2. Configure the webhook to connect to the Hudson job using the authentication token. |
| Hudson allows only authenticated users to trigger a build | 1. Get an authenticated user’s credentials.  
2. Create an authentication token in the Hudson job.  
3. Configure the webhook to connect to the Hudson job using the credentials and the authentication token. |
| Security is completely disabled on Hudson | Configure the webhook to connect to Hudson job.  
No Hudson configuration required. |

**Configure the Hudson Job**

1. Log in to the Hudson server.
2. Click the job name.
3. From the links on the left side of the page, click **Configure**.
4. In the **Build Triggers** section, select the **Trigger builds remotely (e.g., from scripts)** check box.
5. In **Authentication Token**, enter a unique string as a token. You can enter any string value. Example: `my_auth_token`

Make sure that the authentication token name is not used in any other job.

6. Click **Save**.

**Configure a Webhook in VB Studio to Trigger a Hudson Job on a Git Repository Update**

Before you create the webhook, make sure you’ve installed the required plugins and have the required token to access Hudson through the webhook.

1. In the left navigator, click **Project Administration**.
2. Click **Webhooks**.
3. Click **+ Create Webhook**.
4. From **Type**, select **Hudson/Jenkins - Build Trigger**.
5. In **Name**, enter a unique name.
6. In **Build Server URL**, enter the Hudson URL.

   If the target build job has address `http://my_server/path/job/my_job`, then enter `http://my_hudson/path/`.

7. To ignore SSL errors if the target build server uses self-signed (or an invalid) certificate and you’ve provided an HTTPS URL in **Build Server URL**, select the **Ignore SSL Errors** check box.

8. In **Job Name**, enter the case sensitive name of the Hudson job.

9. From **Build Server Security**, select the job’s security schema configured on the target server.
### Security Option

<table>
<thead>
<tr>
<th>Security Option</th>
<th>Fill in these fields</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Anonymous Access</strong></td>
<td>Under <strong>Authentication</strong>, in <strong>Remote Build Token</strong>, enter the Jenkins authentication token. Example:</td>
</tr>
</tbody>
</table>

#### Example

![Hudson/Jenkins - Build Trigger](image)

- **Name**: jenkins_webhook
- **Active**: ✔
- **Build Server URL**: http://my_jenkins:8080/
- **Ignore SSL Errors**: ❌
- **Job Name**: devcsjob_webhook
- **Build Server Security**: Anonymous Access

#### Authentication

- **Remote Build Token**: my_auth_token

<table>
<thead>
<tr>
<th>Security Option</th>
<th>Fill in these fields</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>API Token Access</strong></td>
<td>Under <strong>Authentication</strong>, enter the authenticated user’s details.</td>
</tr>
<tr>
<td></td>
<td>• In <strong>User ID</strong>, enter the username of the Jenkins user.</td>
</tr>
<tr>
<td></td>
<td>• In <strong>API Token</strong>, enter the password of the user.</td>
</tr>
<tr>
<td></td>
<td>• In <strong>Remote Build Token</strong>, enter the Hudson authentication token.</td>
</tr>
<tr>
<td><strong>No Security</strong></td>
<td>NA</td>
</tr>
</tbody>
</table>

10. **In Trigger Event: Git Push**, specify the Git repository and the branch or tag.

Select the **Parameterized Build** check box if the build job on target server accepts parameters. The target URL differs for parameterized and non-parameterized builds.

If the **Parameterized Build** is enabled, you can add build parameters using **Add Parameter**. For each parameter, set the name that must match the parameter name defined on build server side.

11. **Verify the URL displayed in Target URL**.

You can use the URL to check your configuration (for example using `curl -X GET '<Target_URL>'`).

12. **Click Done**.

### GitHub Apps

If you’re using apps that accept incoming webhook connections from GitHub, you can use the GitHub-compatible webhook to send VB Studio event notifications to those apps. The
payload will be sent in a format similar to that used by GitHub, so you don't need to make any changes to your GitHub apps.

See https://developer.github.com/webhooks/ to learn more about GitHub webhooks.

To create a GitHub-compatible webhook that sends VB Studio event notifications to an app that accepts incoming webhook connections from GitHub:

1. In the left navigator, click Project Administration.
2. Click Webhooks.
3. Click + Create Webhook.
4. From the Type drop-down list, select GitHub Compatible.
5. In Name, enter a unique name.
6. In URL, enter the GitHub app's URL.
7. In Secret, enter a secret phrase that's passed as a string with the HTTP request as a signature header.
8. From the Payload Type drop-down list, select the media type for the payload. You can select either form-urlencoded (default) or json.
9. To ignore the host's SSL certificate verification when delivering the HTTP request, select the Ignore SSL Errors check box.
10. In Event Groups, select the events that trigger the webhook.
    If you selected the Select specific events option, in Events, select the checkboxes of events that trigger the webhook.
11. Click Done.

When you're finished, use the left navigator to switch to another page.

Send Event Notifications to Any Application

Using the VB Studio Generic Webhook, you can send event notifications to any application that accepts webhook requests and can parse payload-specific content. The webhook payload format depends on the type of the event.

The generic webhook supports all VB Studio events, including Git pushes, issue updates, merge request updates, and project builds. It sends a POST request to the remote service in the JSON format with details of the subscribed events.

1. In the left navigator, click Project Administration.
2. Click Webhooks.
3. Click + Create Webhook.
4. From the Type drop-down list, select Generic.
5. In Name, enter a unique name.
6. In URL, enter the URL of the remote service where you want to deliver the HTTP request.
7. In Secret, enter a secret phrase that's passed as a string with the HTTP request as a signature header.
8. To ignore the host’s SSL certificate verification when delivering the HTTP request, select the **Ignore SSL Errors** check box.

9. In **Event Groups**, select the events that triggers the webhook.

   If you selected the **Select specific events** option, in **Events**, select the check boxes of the events to trigger the webhook.

10. Click **Done**.

    The newly created webhook appears in the webhooks table.

    To find more about the data structure of a generic webhook, see **What Is a Generic Webhook's Data Structure?**.

    When you’re finished, use the left navigator to switch to another page.

---

**What Is a Generic Webhook's Data Structure?**

Information sent by a generic webhook is delivered with a POST request that has the `application/json` content-type, and the UTF-8 character set, in a **Message object**.

These are the **Message object**'s fields:

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>apiVersion</td>
<td>Version of the API that changes when the payload format of the request changes</td>
</tr>
<tr>
<td>messageId</td>
<td>Unique identifier of the message</td>
</tr>
<tr>
<td>timestamp</td>
<td>Timestamp of the message when it was generated</td>
</tr>
<tr>
<td>testEvent</td>
<td>Set to <code>true</code> if this event is generated by the Test button</td>
</tr>
<tr>
<td>projectId</td>
<td>Unique identifier of the project</td>
</tr>
<tr>
<td>events</td>
<td>List of events delivered by the message</td>
</tr>
</tbody>
</table>

Each event delivered by the message follows a common structure. These are its fields:

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>eventId</td>
<td>Type of the event (<strong>ISSUE/PUSH/BUILD/REVIEW/ACTIVITY</strong>)</td>
</tr>
<tr>
<td>projectId</td>
<td>Unique identifier of the project</td>
</tr>
<tr>
<td>timestamp</td>
<td>Timestamp of the event</td>
</tr>
<tr>
<td>data</td>
<td>Data specific to the type of the event</td>
</tr>
</tbody>
</table>

The structure of **data** of each event type is described in the following sections.

**ISSUE Event**

The **ISSUE** event contains these fields:

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>type</td>
<td>Type of the activity (<strong>CREATED</strong> - issue is created, <strong>COMMENTED</strong> - comment added, <strong>UPDATED</strong> - fields changed)</td>
</tr>
<tr>
<td>date</td>
<td>Timestamp of the activity</td>
</tr>
</tbody>
</table>
### Field | Description
--- | ---
description | Description of the change
task | Description of the issue after the change
id | Issue ID
version | Change version
url | URL of the issue
title | Title of the issue
type | Type of the issue (Defect, Feature, or Task)
resolution | Resolution of the issue. The value is null if the issue isn’t resolved, otherwise, it’s set to one of the issue resolution values such as FIXED, DUPLICATE, and WORKSFORME.
reporter | User who reported the issue
assignee | User to whom the issue is assigned
comment | Content of the added comment, available if the activity type is COMMENTED
fieldUpdates | List of changed fields, available if the activity type is UPDATED
name | Field name
oldValue | Value before the change
newValue | Value after the change

Here's a JSON payload example for an issue create event:

```json
{
    "apiVersion": "1.0",
    "messageId": "04abc282-a44e-4c23-ba53-15b519d30066",
    "projectId": "qa-dev_example-project",
    "testEvent": false,
    "timestamp": 1417810876408,
    "events": [
        {
            "eventId": "ISSUE",
            "projectId": "example-project",
            "timestamp": 1417810876,
            "data": {
                "activities": [
                    {
                        "type": "CREATED",
                        "date": 1417810875820,
                        "description": "",
                        "author": {
                            "gravatarHash": "8940829abebbc5d8d84e37af7161fd31",
                            "loginName": "alex.admin",
                            "realName": "Alex Admin"
                        },
                        "issue": {
                            "id": 2,
                            "resolution": null,
```

---

**Chapter 15**

Send Event Notifications to Any Application

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Here's a JSON payload example for an issue update event:

```json
{
    "apiVersion": "1.0",
    "messageId": "ccce183e-097d-4668-a07b-cf762108716e",
    "projectId": "qa-dev_example-project",
    "testEvent": false,
    "timestamp": 1417811058243,
    "events": [
        {
            "eventId": "ISSUE",
            "projectId": "example-project",
            "timestamp": 1417811058
            "data": {
                "activities": [
                    {
                        "type": "UPDATED",
                        "date": 1417811057698,
                        "description": "Assign to alex.admin
set Resolution to FIXED
set Status to RESOLVED",
                        "author": {
                            "gravatarHash": "8940829abebbc5d8d84e37af7161fd31",
                            "loginName": "alex.admin",
                            "realName": "Alex Admin"
                        },
                        "issue": {
                            "id": 2,
                            "resolution": "FIXED",
                            "title": "Test Issue",
                            "type": "Feature",
                            "url": "http://test-server/#projects/example-project/task/2",
                            "version": "1417810875834",
                            "asignee": {
                                "gravatarHash": "8940829abebbc5d8d84e37af7161fd31",
                                "loginName": "alex.admin",
                                "realName": "Alex Admin"
                            }
                        }
                    }]
                }
            }
        }
    ]
}
```
"gravavatarHash": "8940829abebbc5d8d84e37af7161fd31",
"loginName": "alex.admin",
"realName": "Alex Admin"
},
"reporter": {
"gravavatarHash": "8940829abebbc5d8d84e37af7161fd31",
"loginName": "alex.admin",
"realName": "Alex Admin"
}
},
"fieldUpdates": [
{
"name": "assigned_to",
"newValue": "alex.admin",
"oldValue": ""
},
{
"name": "resolution",
"newValue": "FIXED",
"oldValue": ""
},
{
"name": "bug_status",
"newValue": "RESOLVED",
"oldValue": "UNCONFIRMED"
}
],
{
"type": "COMMENTED"
"date": 1417811057929,
"description": "Feature is implemented",
"author": {
"gravavatarHash": "8940829abebbc5d8d84e37af7161fd31",
"loginName": "alex.admin",
"realName": "Alex Admin"
},
"comment": {
"author": {
"gravavatarHash": "8940829abebbc5d8d84e37af7161fd31",
"loginName": "alex.admin",
"realName": "Alex Admin"
},
"date": 1417811057929,
"text": "Feature is implemented",
"type": "UNKNOWN"
}
},
"task": {
"id": 2,
"resolution": "FIXED",
"title": "Test Issue"
PUSH Event

The PUSH event contains these fields:

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>refName</td>
<td>Updated references</td>
</tr>
<tr>
<td>commits</td>
<td>Commits of the Push event</td>
</tr>
<tr>
<td>sha</td>
<td>Commit identifier</td>
</tr>
<tr>
<td>comment</td>
<td>Comment in the commit</td>
</tr>
<tr>
<td>author</td>
<td>Author of the commit</td>
</tr>
<tr>
<td>date</td>
<td>Timestamp of the commit</td>
</tr>
<tr>
<td>parents</td>
<td>List of commit parent identifiers</td>
</tr>
<tr>
<td>repository</td>
<td>Name of the repository to which the commit was pushed</td>
</tr>
</tbody>
</table>

Here's a JSON payload example for a Git Push event:

```json
{
  "apiVersion": "1.0",
  "messageId": "c3378be6-6be5-4191-9b20-1fb5d429bfce",
  "projectId": "example-project",
  "testEvent": false,
  "timestamp": 1417810424512,
  "events": [
    {
      "eventId": "GIT_PUSH",
      "projectId": "example-project",
      "refName": "main",
      "sha": "8c7b5ae7f816d73fd6821d1b19e3f0250f583f4a",
      "message": "Revert "Fix some bugs""
    }
  ]
}```
BUILD Event

The **BUILD** event contains these fields:

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>jobName</td>
<td>Name of the job</td>
</tr>
<tr>
<td>timestamp</td>
<td>Build timestamp</td>
</tr>
<tr>
<td>number</td>
<td>Build number</td>
</tr>
<tr>
<td>url</td>
<td>Build URL</td>
</tr>
<tr>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>result</td>
<td>Build result (SUCCESS/UNSTABLE/FAILURE/NOT_BUILT/ABORTED)</td>
</tr>
<tr>
<td>duration</td>
<td>Build duration</td>
</tr>
<tr>
<td>fileName</td>
<td>Name of the artifact</td>
</tr>
<tr>
<td>relativePath</td>
<td>Path relative to the job workspace</td>
</tr>
<tr>
<td>url</td>
<td>URL of the artifact</td>
</tr>
</tbody>
</table>

Here's a JSON payload example for a Build event:

```json
{
  "apiVersion":"1.0",
  "messageId":"4a253425-4598-4838-a4b5-aac30d0b9710",
  "timestamp":1417795613257,
  "testEvent":true,
  "projectId":"test-project",
  "events": [
    {
      "eventId":"BUILD",
      "projectId":"test-project",
      "timestamp":1417795613256,
      "data": {
        "jobName":"example-job",
        "details": {
          "timestamp":1417795590256,
          "number":16,
          "url":"http://server/test-dev/s2/test-project/hudson/job/test-project.example-job/16/",
          "result":"SUCCESS",
          "duration":36905,
          "artifacts": [
            {
              "fileName":"sample-1.0-SNAPSHOT.jar",
              "relativePath":"sample-project/target/sample-1.0-SNAPSHOT.jar",
              "url":"http://server/test-dev/s2/test-project/hudson/job/test-project.example-job/16/artifact/sample-project/target/sample-1.0-SNAPSHOT.jar"
            }
          ]
        }
      }
    }
  ]
}
```

**REVIEW Event**

The **REVIEW** event represents changes in merge requests and contains these fields:
<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>review</td>
<td>Description of the merge request</td>
</tr>
<tr>
<td>id</td>
<td>Unique ID of the merge request</td>
</tr>
<tr>
<td>title</td>
<td>Title of the merge request</td>
</tr>
<tr>
<td>created</td>
<td>Timestamp of the merge request creation</td>
</tr>
<tr>
<td>modified</td>
<td>Timestamp of the merge request last modification</td>
</tr>
<tr>
<td>reporter</td>
<td>Profile of the user who created the merge request</td>
</tr>
<tr>
<td>repository</td>
<td>Name of the Git repository</td>
</tr>
<tr>
<td>reviewBranch</td>
<td>Name of the review branch</td>
</tr>
<tr>
<td>targetBranch</td>
<td>Name of the target branch</td>
</tr>
<tr>
<td>user</td>
<td>Profile of the user who performed the action</td>
</tr>
<tr>
<td>action</td>
<td>Merge request action</td>
</tr>
<tr>
<td></td>
<td>These are the merge request actions:</td>
</tr>
<tr>
<td></td>
<td>· CREATED: Merge request is created</td>
</tr>
<tr>
<td></td>
<td>· COMMIT: New commits are pushed to the review branch</td>
</tr>
<tr>
<td></td>
<td>· MERGED: Review branch is merged into the target branch</td>
</tr>
<tr>
<td></td>
<td>The MERGED action is created if the review branch is merged via the Merge button in the web user interface. If the review branch is merged from a Git client (such as the Git command line interface), no action is generated.</td>
</tr>
<tr>
<td></td>
<td>· REVIEWED: Reviewer approves or rejects a merge request</td>
</tr>
<tr>
<td></td>
<td>· COMMENTED: A comment is added to the merge request</td>
</tr>
<tr>
<td></td>
<td>· CLOSED: Merge request is closed</td>
</tr>
<tr>
<td>commits</td>
<td>List of commits added to the merge request</td>
</tr>
<tr>
<td></td>
<td>The commits field is generated for the COMMIT action. These fields are also generated for the commits action:</td>
</tr>
<tr>
<td></td>
<td>· author: Author of the commit</td>
</tr>
<tr>
<td></td>
<td>· message: Commit message</td>
</tr>
<tr>
<td></td>
<td>· sha: SHA-1 checksum hash of the commit</td>
</tr>
<tr>
<td>text</td>
<td>Text of the comment</td>
</tr>
<tr>
<td></td>
<td>The text field is generated for the COMMENTED action.</td>
</tr>
<tr>
<td>comment</td>
<td>Comment of the rejected or approved review action</td>
</tr>
<tr>
<td></td>
<td>The comment field is generated for the REVIEWED action.</td>
</tr>
<tr>
<td>result</td>
<td>Result of the merge (FAST_FORWARD, FAST_FORWARD_SQUASHED, ALREADY_UP_TO_DATE, FAILED, MERGED, MERGED_SQUASHED, MERGED_SQUASHED_NOT_COMMITTED, CONFLICTING, ABORTED, MERGED_NOT_COMMITTED, NOT_SUPPORTED, CHECKOUT_CONFLICT)</td>
</tr>
<tr>
<td></td>
<td>The result field is generated for the MERGED action.</td>
</tr>
<tr>
<td>status</td>
<td>Status of the merge request (APPROVED, REJECTED, COMPLETED, CANCELLED)</td>
</tr>
<tr>
<td></td>
<td>The status field is generated for the REVIEWED and the CLOSED action.</td>
</tr>
</tbody>
</table>
Here's a JSON payload example for a `REVIEW` event.

```json
{
    "apiVersion": "1.0",
    "events": [
        {
            "data": {
                "action": "CREATED",
                "review": {
                    "created": 1431944319181,
                    "id": 6,
                    ".modified": 1431944319635,
                    "reporter": {
                        "email": "alex.admin@example.com",
                        "firstName": "Alex",
                        "lastName": "Alex Admin",
                        "username": "alex.admin"
                    },
                    "repository": "example-project.git",
                    "reviewBranch": "bug_branch",
                    "targetBranch": "main",
                    "title": "Bug Fix"
                },
                "user": {
                    "email": "alex.admin@example.com",
                    "firstName": "Alex",
                    "lastName": "Alex Admin",
                    "username": "alex.admin"
                }
            },
            "eventId": "REVIEW",
            "projectId": "example-project",
            "timestamp": 1431944327
        },
        {
            "apiVersion": "1.0",
            "events": [
                {
                    "data": {
                        "action": "COMMIT",
                        "commits": [
                            {
                                "author": "alex.admin",
                                "message": "fix version #3
",
                                "sha": "8fd1d2a53a181aa7015e7535b6f64295c432eca7"
                            }
                        ]
                    }
                },
```

Chapter 15

Send Event Notifications to Any Application
"author": "alex.admin",
"message": "fix version #2\n",
"sha": "ff2bdf91d0fb6fb664315879ec38acc0931beeb6"
"
},
"review": {
  "created": 1431944319181,
  "id": 6,
  "modified": 1431944340209,
  "reporter": {
    "email": "alex.admin@example.com",
    "firstName": "Alex",
    "lastName": "Alex Admin",
    "username": "alex.admin"
  },
  "repository": "example-project.git",
  "reviewBranch": "bug_branch",
  "targetBranch": "main",
  "title": "Bug Fix"
},
"user": {
  "email": "alex.admin@example.com",
  "firstName": "Alex",
  "lastName": "Alex Admin",
  "username": "alex.admin"
}
},
"eventId": "REVIEW",
"projectId": "example-project",
"timestamp": 1431944353
]},
"messageId": "5de98d08-49cd-4a19-86b5-d89757f75a1d",
"projectId": "example-project",
"testEvent": false,
"timestamp": 1431944355646
}

"apiVersion": "1.0",
"events": [
{
  "data": {
    "user": {
      "email": "clara.coder@example.com",
      "firstName": "Clara",
      "lastName": "Coder",
      "username": "clara"
    },
    "review": {
      "created": 1436521285722,
      "id": 23,
      "modified": 1438246154916,
      "reporter": {

"email": "alex.admin@example.com",
"firstName": "Alex",
"lastName": "Admin",
"username": "alex"
},
"repository": "example-project.git",
"reviewBranch": "bug_branch",
"targetBranch": "main",
"title": "Some Review"
},
"action": "REVIEWED",
"status": "REJECTED",
"comment": "rejected the request because ...",
},
"eventId": "REVIEW",
"projectId": "example-project",
"timestamp": 1438246163
}
],
"messageId": "f0a75815-3470-4dc4-be82-975935152ed3",
"projectId": "example-project",
"testEvent": false,
"timestamp": 1438246165924
}
",
"apiVersion": "1.0",
"events": [ {
"data": {
"action": "COMMENTED",
"review": {
"created": 1431944319181,
"id": 6,
"modified": 1431944478701,
"reporter": {
"email": "alex.admin@example.com",
"firstName": "Alex",
"lastName": "Alex Admin",
"username": "alex.admin"
},
"repository": "example-project.git",
"reviewBranch": "bug_branch",
"targetBranch": "main",
"title": "Bug Fix"
},
"text": "General comment",
"user": {
"email": "alex.admin@example.com",
"firstName": "Alex",
"lastName": "Alex Admin",
"username": "alex.admin"
}
},
"eventId": "REVIEW",
"projectId": "example-project",
"timestamp": 1438246163924
}]
}
"projectId": "example-project",
"timestamp": 1431945965
},
"messageId": "d2a36692-dae6-44d4-a112-7a615b524cc3",
"projectId": "example-project",
"testEvent": false,
"timestamp": 1431945967166
}

{
"apiVersion": "1.0",
"events": [
{
"data": {
"action": "MERGED",
"result": "FAST_FORWARD",
"review": {
"created": 1431944319181,
"id": 6,
"modified": 1431944478701,
"reporter": {
"email": "alex.admin@example.com",
"firstName": "Alex",
"lastName": "Alex Admin",
"username": "alex.admin"
},
"repository": "example-project.git",
"reviewBranch": "bug_branch",
"targetBranch": "main",
"title": "Bug Fix"
},
"user": {
"email": "alex.admin@example.com",
"firstName": "Alex",
"lastName": "Alex Admin",
"username": "alex.admin"
}
},
"eventId": "REVIEW",
"projectId": "example-project",
"timestamp": 1431945438
}
],
"messageId": "b06d5581-d38a-4972-9c80-dc1455547776",
"projectId": "example-project",
"testEvent": false,
"timestamp": 1431945440287
}

{
"apiVersion": "1.0",
"events": [
{
"data": {
"projectID": "example-project",
"timestamp": 1431945965
}
}
"action": "CLOSED",
"review": {
  "created": 1431944319181,
  "id": 6,
  "modified": 1431945453967,
  "reporter": {
    "email": "alex.admin@example.com",
    "firstName": "Alex",
    "lastName": "Alex Admin",
    "username": "alex.admin"
  },
  "repository": "example-project.git",
  "reviewBranch": "bug_branch",
  "targetBranch": "main",
  "title": "Bug Fix"
},
"status": "COMPLETED",
"user": {
  "email": "alex.admin@example.com",
  "firstName": "Alex",
  "lastName": "Alex Admin",
  "username": "alex.admin"
},
"eventId": "REVIEW",
"projectId": "example-project",
"timestamp": 1431945459
},
"messageId": "b434f6d2-b5c7-4c0a-bab2-3e6614025865",
"projectId": "example-project",
"testEvent": false,
"timestamp": 1431945453967
}

**ACTIVITY Event**

The **ACTIVITY** event contains these fields:

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>author</td>
<td>Profile of the user whose action produced the activity. The value is null for system activities.</td>
</tr>
<tr>
<td>name</td>
<td>Name of the activity</td>
</tr>
</tbody>
</table>
### Field | Description
--- | ---
properties | Description of the activity, or the object whose fields depends on the name field.

These activities are supported:
- **BUILD**: Triggered when a build in the integrated Hudson server ends.
- **DEPLOYMENT**: Triggered when the application is deployed, undeployed, started, or stopped using Deploy page in the web user interface.
- **MEMBER**: Triggered when a user is added, removed, or role is updated.
- **REVIEW**: Triggered when a merge request is created, closed, or updated.
- **RSS**: Triggered when a new article is acquired from a registered feed.
- **SCM_COMMIT**: Triggered when a commit is pushed to a project repository.
- **SCM_REPO**: Triggered when a project repository is added or removed.
- **TASK**: Triggered when an issue is created or updated.
- **WIKI**: Triggered when a wiki page is created or updated.

Here's a JSON payload example for an Activity event:

```json
{
    "apiVersion": "1.0",
    "events": [
    {
        "data": {
            "author": {
                "email": "alex.admin@example.com",
                "firstName": "Alex",
                "lastName": "Alex Admin",
                "username": "alex.admin"
            },
            "name": "WIKI",
            "properties": {
                "page": "New Page Title",
                "type": "CREATED"
            }
        },
        "eventId": "ACTIVITY",
        "projectId": "example-project",
        "timestamp": 1432035029
    }
    ],
    "messageId": "45066d85-5a5c-4647-9a6c-43fc8e99481a",
    "projectId": "qa-dev_test-rss",
    "testEvent": false,
    "timestamp": 1432035031418
}
```
Share and Use Code Snippets

Snippets host reusable code in files that can be used in the project and shared with other project members. A snippet could include a small block of reusable source code or text that could be incorporated into larger modules.

Content in snippet files doesn’t have to be code, but it must be useful. This content could be notes that you want to share with project members, or something you want to keep private, such as a reminder to yourself. If a snippet is shared, project members can copy or download the snippet files and then use them in their own applications.

A snippet can contain several files. When you create a snippet, you can add only one file but, after creating the snippet, you can add additional files.

VB Studio sets these defaults for the maximum size limits for snippets:

- Maximum object size: 1MB
- Maximum repository size: 1GB

Create and Manage Snippets

You can create a snippet from the Snippets page or from a text selection in a code editor. You can only add one file when you create the snippet, but you can add more later.

This is how to create and manage a snippet:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create a snippet</td>
<td>1. In the left navigator, click Snippets &lt;&gt;.&lt;br&gt;2. Click + Create Snippet.&lt;br&gt;3. On the Snippet Details page of the New Snippet wizard, enter the snippet name and description.&lt;br&gt;4. In Visibility, select Private if you don’t want to share the snippet’s files and keep them for personal use. Select Shared to share the snippet’s files with project members.&lt;br&gt;5. To edit the snippet and add more files immediately after creating the snippet, select Edit snippet when finished.&lt;br&gt;6. Click Next.&lt;br&gt;7. In the Snippet Content page of the New Snippet wizard, enter content for the default file of the snippet. If you don’t enter content, an empty file snippet1.txt will be added to the snippet.&lt;br&gt;8. Click Finish.</td>
</tr>
</tbody>
</table>
### Create a snippet from a selection

You can create a snippet from a file that’s open in the code editor.

1. In the open file, select the text.
2. Right-click and select **New Snippet from Selection**.
3. On the Snippet Details page of the New Snippet wizard, enter the snippet name and description.
4. In **Visibility**, select **Private** if you don’t want to share it and keep for personal use. Select **Shared** to share the snippet with project members.
5. To edit the snippet and add more files immediately after creating the snippet, select **Edit snippet when finished**.
6. In the Snippet Content page of the New Snippet wizard, enter content for the default file of the snippet.
   - If you don’t enter content, an empty file is added to the snippet.
7. Click **Finish**.

### Share or stop sharing a snippet

After you create a snippet, you may want to share it with your team members, or you may want to stop sharing it if it is already shared. You can set the share status for any snippet that you own.

To share a snippet, in the **My Snippets** view of the Snippets page, click **Share**. The icon changes to **Shared**. To stop sharing a snippet, click **Shared**. The icon changes to **Private**.

### Edit a snippet’s title

You can edit the title of a snippet that you own. On the Snippets page, click the snippet name, and then click **Edit**.

### Delete a snippet

You can delete a snippet that you own. On the Snippets page, click the snippet name, and then click **Delete**. In the Delete Snippet dialog box, click **Yes** to confirm.

---

### Add and Manage Files in a Snippet

You must be the snippet’s creator to add or manage its files:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
</table>
| **Add a file**              | 1. Open the snippet.  
2. Scroll down and after the snippet’s files, click **Add File**.  
3. In the header, enter the file name with extension. In the editor, enter the file’s content.  
   - The editor supports various code editing features such as autocomplete, indentation, syntax highlighting, code folding, and bracket matching.  
4. After adding the content, scroll up and at the top of the page, click **Save**.  
   - To save the updates and stay on the Edit Snippet page, select **Save**.  
   - To save the updates and exit, select **Save and Exit**.                                                                                           |
<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Edit a file</td>
<td>1. Open the snippet.</td>
</tr>
<tr>
<td></td>
<td>2. If necessary, rename the file and configure its properties.</td>
</tr>
<tr>
<td></td>
<td>3. In the editor, update the file contents.</td>
</tr>
<tr>
<td></td>
<td>4. At the top of the page, click Save. To save the updates and stay on the Edit Snippet page, select Save. To save the updates and exit, select Save and Exit.</td>
</tr>
<tr>
<td>Delete a file</td>
<td>1. Open the snippet.</td>
</tr>
<tr>
<td></td>
<td>2. For the file that you want to delete, on the right side of the file header, click Remove File.</td>
</tr>
<tr>
<td></td>
<td>3. In the Delete Snippet File dialog box, click Yes to confirm.</td>
</tr>
<tr>
<td></td>
<td>4. At the top of the page, click Save. To save the updates and stay on the Edit Snippet page, select Save. To save the updates and exit, select Save and Exit.</td>
</tr>
</tbody>
</table>

Copy a Snippet File's Contents

There are two ways you can copy the contents of a snippet file. You can copy the contents manually from the Snippets page or you can insert them from the context menu in the code editor.

You'll be using the code editor when you edit a variety of pages and input fields: in the Edit Wiki page, when you're editing the readme file, using the snippet file editor, entering text in the merge request comment box, and filling out the shell command box on the Configure Build page.

To get the text you want to use from the snippet file:
<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Copy from the Snippets page</td>
<td>1. Open the snippet.</td>
</tr>
<tr>
<td></td>
<td>2. For the file whose contents you want to copy, click <strong>Copy</strong>.</td>
</tr>
<tr>
<td></td>
<td>3. Paste the contents into the text field.</td>
</tr>
<tr>
<td>Insert from the context menu</td>
<td>1. In the code editor, right-click, and select <strong>Insert from Snippet</strong>.</td>
</tr>
<tr>
<td></td>
<td>2. In the Select Snippet page of the Insert From Snippet wizard, select the snippet, and click <strong>Next</strong>.</td>
</tr>
<tr>
<td></td>
<td>3. In the Select File page, click the file name whose contents you want to insert.</td>
</tr>
<tr>
<td></td>
<td>4. Click <strong>Finish</strong>.</td>
</tr>
</tbody>
</table>

**Add a Comment to a Snippet**

Add a comment to a snippet to share information with other developers.

To add a comment to a snippet:

1. Open the snippet.
2. Scroll down to the **Comments** section.
3. Enter the comment in the comment box.
   - Use the project’s wiki markup language to format the comment.
4. Click **Add**.
Use Git with Snippets

You can use Git to clone a snippet repository and manage its files. After you clone the snippet's repository, you can view the file history, and update and commit files locally. However, you can only push updates to repositories for snippets that you own.

1. Open the snippet.

2. On the Snippet Details page, at the top, click **Clone**, and then click **Copy** to copy the HTTP or the SSH URL of the snippet repository.

3. Use Git commands to clone the repository, update files, and push the commits to the project.

   If the directory into which you want to clone the repository isn't empty, you'll need to create a new subdirectory and clone the repository into it. You can only perform a cloning operation into an empty directory.

Download an Archive of the Snippet

You can download a zip or a tgz file of the snippet to your computer. You may want to do this if you back up the files of the snippet before deleting it.

1. Open the snippet.

2. On the Snippet Details page, at the top, click **Clone**, and the select **Download ZIP** or the **Download TGZ** option.

   The downloaded file is an archive file that contains the latest content of all the files in the snippet. To view previous versions of the files, you must clone the snippet repository, and then use Git commands to show the history of the files.
Co-Author Wikis

You can use Wikis to collaborate on your projects' documentation.

VB Studio supports these Wiki markup languages:

- Confluence
  See http://www.atlassian.com/software/confluence/.
- Textile
- Markdown
  See http://daringfireball.net/projects/markdown/.

Project users can use the project's Wiki markup language to format content in wiki pages and in issue and merge request comments.

Create and Manage Wiki Pages

From the Wiki page, you can create and open wiki pages, add child wiki pages, add attachments, and delete or restore deleted wiki pages. From the Wiki Drafts page, you can open and edit saved drafts, publish drafts, and delete any drafts that are no longer needed.

In the left navigator, click Wiki to create and manage wiki pages. Any project user can create a wiki page. For a page that you didn't create, depending on the edit and delete access set by the creator of the wiki page, you may or may not be able to edit or delete it. However, if you're a project owner, you can always do that.

Here's what you need to know about creating and editing wiki pages:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
</table>
| Create a wiki page      | 1. On the Wiki page, click + Create Page.  
  2. In the field where you see the Enter path text, enter the full path to the page you want to create.  
     The path should consist of URL-safe characters, without any spaces or periods. Don't add a trailing slash at the end. There's no need to create folders. Just enter the full path you want to create and folders will be created automatically.  
  3. In the Page Text tab, enter the content.  
     Use the project's wiki markup language to format the contents. To open the markup language’s cheat sheet, click the reference link above the text area.  
  4. Click Save to publish the new page.  
     Click Close and you'll be allowed to retain a draft of the page you were working on or delete the draft and discard your work. |
<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Open a wiki page</td>
<td>To open a wiki page, click the wiki page title. If a wiki page has child wiki pages, click next to the wiki page title and select the child wiki page name to open it.</td>
</tr>
<tr>
<td>Edit a wiki page</td>
<td>To edit a page, click Edit. If a saved draft for the page exists, select Resume editing to display the draft with the last saved changes or select New Edit to start editing the published page. Use the wiki’s markup language to format the contents. To open the markup language’s cheat sheet, click the reference link above the text area. If the project is using the Markdown markup language:</td>
</tr>
<tr>
<td></td>
<td>• Use # followed by the issue ID to add a reference to the issue. For example, #12 will create a link to the issue ID 12.</td>
</tr>
<tr>
<td></td>
<td>• Use ! followed by the merge request ID to add a reference to the merge request. For example, !34 will create a link to the merge request ID 34.</td>
</tr>
<tr>
<td>Edit a draft of a wiki page</td>
<td>1. On the Wiki page, click My drafts.</td>
</tr>
<tr>
<td></td>
<td>2. Locate the draft of the wiki page you want to edit and click Edit under Actions.</td>
</tr>
<tr>
<td>Create a child page</td>
<td>1. Open the parent wiki page.</td>
</tr>
<tr>
<td></td>
<td>2. Click New Child.  You can also create a child wiki page without opening or creating its parent wiki. On the Wiki page, click New Page. In Page Title, enter the path of the child wiki page. For example, to create a HelloWorld child page of the Welcome page, enter Welcome/HelloWorld in the title. If the Welcome page doesn’t exist, VB Studio creates both Welcome and HelloWorld pages. Open the empty Welcome wiki page and click Create to create the wiki page and add contents to it.</td>
</tr>
<tr>
<td>Add an attachment</td>
<td>You can attach files of any type to a wiki page, including images, videos, docs, spreadsheets, and archived files.</td>
</tr>
<tr>
<td></td>
<td>1. Open the wiki page or the draft in the edit mode.</td>
</tr>
<tr>
<td></td>
<td>2. Click the Attachments tab.</td>
</tr>
<tr>
<td></td>
<td>3. In the Files to Attach or Update section, click Select. Browse and select files to attach. You can also drag and drop files to the drop area.</td>
</tr>
<tr>
<td></td>
<td>4. Click Attach.</td>
</tr>
<tr>
<td></td>
<td>5. Click Save.</td>
</tr>
<tr>
<td>Publish a draft of a wiki page</td>
<td>1. On the Wiki Drafts page, locate the draft of the wiki page you want to publish.</td>
</tr>
<tr>
<td></td>
<td>2. Click Publish under Actions. A draft of a new page can only be published if it contains a path. A draft of an existing page can only be published if the draft contains changes from the underlying page.</td>
</tr>
</tbody>
</table>
### Delete a wiki page

1. Open the wiki page
2. Click **Delete**.
3. In the Delete Wiki Page dialog box, select **I understand that my wiki page will be permanently deleted** and click **Delete**.

The wiki page along with its comments is deleted. An activity with a link to restore the wiki page (if necessary) is added to the recent activities feed of the **Project Home** page.

If you delete a parent wiki page, its child wiki pages aren’t deleted. The parent wiki page name continues to appear in the breadcrumb path.

To delete a draft of a wiki page, from the Wiki Drafts page, click **Delete** under **Actions**. In the Delete Wiki Page dialog box, select **I understand that my wiki draft will be permanently deleted**, and click **Delete draft**.

### Restore a wiki page

1. Click the deleted wiki name in the recent activity feed or any other wiki page where it was referenced.
2. Click **Restore**.

The wiki page, along with all comments and attachments, will be restored to its original path.

To restore a parent wiki page, open it and click **Restore**.

### Add Comments to a Wiki Page

Only project members can add comments to a private project. In a shared project, however, any user in organization can add comments.

This is how to add general or block comments to a wiki page:

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add a generic comment</td>
<td>1. Open the wiki page.</td>
</tr>
<tr>
<td></td>
<td>2. Scroll down to the Comments section. In the <strong>Write</strong> tab, enter your comment, and click <strong>Comment</strong>. You can use the project’s wiki markup language to format your comment.</td>
</tr>
<tr>
<td></td>
<td>The comment appears in a conversation box along with icons to <strong>Reply</strong>, <strong>Edit</strong>, and <strong>Delete</strong>. You can’t edit comments entered by other users. You can’t delete a parent comment if there are any child comments, or delete comments entered by other users.</td>
</tr>
</tbody>
</table>
Add a block comment

A block comment is a comment that you add to a content block, such as a paragraph or a table.

1. Open the wiki page.
2. Move the mouse pointer to the right edge of the block, and click Add Comment.
   
   If you see a number on the right edge of the block, it indicates the number of existing comments of the block. Click the number to view the comments and then click Leave a comment.
3. In the popup, add your comment, and click Post.

When you add a block comment, a watch is set on the wiki page and you automatically get email notifications of future comments and updates.

To hide the comment, click the comment number or Hide. To edit or delete the comment, click the number and then click Edit or Delete.

If you edit, format, or move a content block, its comments move automatically. If you remove a content block, its comments are deleted too and can’t be restored. If you merge a block with another, the comments of the source block will be hidden, but the comments of the target block remain visible. When you the split the source block from the target block and move it back its original position, the hidden comments reappear.

---

Watch a Wiki Page

You can set a watch on a wiki page and receive email notifications whenever someone updates the page or adds a comment.

To receive email notifications, in the User Preferences page, click the Notifications tab, and then select Wiki page updates and comments.

<table>
<thead>
<tr>
<th>Action</th>
<th>How To</th>
</tr>
</thead>
<tbody>
<tr>
<td>Watch a wiki page</td>
<td>1. Open the wiki page.</td>
</tr>
<tr>
<td></td>
<td>2. Click Watch Wiki.</td>
</tr>
<tr>
<td></td>
<td>3. In the menu, select the Watch Page check box.</td>
</tr>
<tr>
<td></td>
<td>The button's label changes to Watching. To stop watching the page,</td>
</tr>
<tr>
<td></td>
<td>click Watching, and deselect the Watch Page check box.</td>
</tr>
</tbody>
</table>

Watch all pages of the project

On the Wiki page, click Watch Wiki. The button label changes to Watching. To stop watching all pages, click Watching.

---

View a Wiki Page's History and Compare Versions

Each time you save a wiki page, VB Studio creates a version of it.

You can view the contents of a previous version of a wiki page, compare any two versions, restore the wiki page to a particular version, or delete a particular version:
**Action** | **How To**
---|---
View the history of a wiki page, including all of its versions | 1. Open the wiki page.<br>2. Click the Page History tab.
View the contents of a previous version | In the Page History tab, in the version number row, click **View**.
Compare two versions | In the Page History tab, select the check boxes of versions, and click **Compare selected versions**.
Restore the wiki to a version | In the Page History tab, in the version number row, click **Restore this version**. In the Revert Wiki Page dialog box, select the **I understand that my wiki page will be updated to this revisions' content** check box and click **Yes**. Restoring a page creates a new version of the page with the contents from the version you want to restore. You can’t restore a wiki page if you don’t have its edit access.

---

**Wiki Administration**

Project owners and wiki page creators can make some administrative updates for wikis. These updates include changing edit and delete access rights for a wiki page and changing a project’s wiki markup language.

---

**Note:**

Only an organization administrator can change an organization’s *default* wiki markup language (see Set the Organization’s Default Wiki Markup Language).

---

**Configure Edit and Delete Rights for Wiki Pages**

You can set up edit permissions so users can edit the wiki content, create child pages, or restore deleted versions. You can set up delete permissions so users can delete a wiki page or remove a version from the Page History tab.

Access rights are granted to a project role, not to a particular user. A project owners can always edit or delete any wiki page and can grant edit and delete rights to other roles. If you created a wiki page, you can assign its edit and delete access to other roles.

As a project member, you could lose your edit or delete rights for the page you create if you allow other users to edit its access rights and then another user changes the edit or delete rights to *Owners* only.

To change edit and delete permissions for a wiki page:

1. Open the wiki page.
2. Click **Edit**.
3. Click the **Access Rights** tab.
4. From the **Edit Access** list or the **Delete Access** list, select the project role. By default, it’s set to **Members and Owners**.
<table>
<thead>
<tr>
<th>Select this option ...</th>
<th>To assign the access to ...</th>
</tr>
</thead>
<tbody>
<tr>
<td>All</td>
<td>All organization users. Use this option to enable all users in your organization to edit or delete the page.</td>
</tr>
<tr>
<td>Members and Owners</td>
<td>All project users. In a shared project, users in your organization can view the wiki page, but they can’t edit or delete it.</td>
</tr>
<tr>
<td>Owners</td>
<td>Project owners only. Project members can view the page, but they can’t edit or delete it. In a shared project, organization users can also view the wiki page, but can’t edit or delete it.</td>
</tr>
</tbody>
</table>

5. Click **Save**.

**Change a Project's Wiki Markup Language**

A project's wiki markup language is defined when the project is created. If you're a project owner, you can change the markup language for new pages and comments, but existing wiki pages and comments will continue to use the original wiki markup language.

Here's how to change a project's wiki markup language:

1. In the left navigator, click **Project Administration**.
2. Click **Properties**.
3. In the Properties page, from **Markup Language**, select the wiki markup language.
Part IV
Troubleshooting

The information in this part should help you troubleshoot problems you encounter when using Oracle Visual Builder Studio.

Topics:
- Troubleshooting VB Studio Issues
Troubleshooting VB Studio Issues

Look up how to troubleshoot and resolve issues you may encounter as you use Visual Builder Studio.

Fix OCI Storage Issues

If you notice any storage issues while archiving artifacts, they could be caused by problems with the connection to OCI Object Storage or OCI Object Storage Classic. Contact your organization administrator to verify the connection. To find your organization administrator, click Contacts under your user profile. Your administrator, or a list of administrators, will be displayed.

If you see an error message that indicates your storage is full, you should contact the OCI Administrator to increase the storage limit. Limits are described in Service Limits. You could also try to remove unnecessary artifacts to free up storage, forgoing any need to increase current storage limits.