

Developing TeamCity Plugins

TeamCity functionality can be significantly extended by a custom plugin. TeamCity plugins are written in Java (Groovy and JRuby can also be used), runs within the TeamCity application and has access to internal entities of the TeamCity server or agent.

Aside from this documentation, please refer to the following sources:

- [Open API Javadoc](#)
- [bundled sample plugin](#)
- open-source plugins: [bundled](#) or [third-party](#)

If you cannot find enough information or have a question regarding API please do not hesitate to post your question into [Team City Plugins forum](#). Please use search before posting to find out if alike question was already answered in the forums.

Please refer to corresponding section for further details.

- [Plugin Types in TeamCity](#)
- [Plugins Packaging](#)
- [Server-side Object Model](#)
- [Agent-side Object Model](#)
- [Extensions](#)
- [Web UI Extensions](#)
- [Plugin Settings](#)
- [Development Environment](#)
- [Typical Plugins](#)
 - [Build Runner Plugin](#)
 - [Custom Build Trigger](#)
 - [Extending Notification Templates Model](#)
 - [Issue Tracker Integration Plugin](#)
 - [Version Control System Plugin](#)
 - [Version Control System Plugin \(old style - prior to 4.5\)](#)
 - [Custom Authentication Module](#)
 - [Custom Notifier](#)
 - [Custom Statistics](#)
 - [Extending Highlighting for Web diff view](#)
- [Bundled Development Package](#)
- [Open API Changes](#)