

Eluru 6.5 EAP (build 17704) Release Notes

- Professional mode restrictions
- Agent Push
- Remote Run on Branch improvements
- Tests Investigation and Muting
- My Changes improvements
- PowerShell runner
- Other improvements

Professional mode restrictions

We decided to remove all of the Professional mode restrictions except one: the maximum number of build configurations. So now, in Professional mode you can have unlimited number of users, you can use any authentication scheme, and you can use per-project permissions too. In other words, any feature available in Enterprise mode is also available in Professional mode.

We've done that to simplify TeamCity evaluation in small teams, and to simplify transition from the Professional to Enterprise version. Also those who want to write Authentication plugin for TeamCity do not need Enterprise license anymore.

Agent Push

Under the Agents tab you can now see new subtab called Agent Push. This is the functionality we've developed for quite some time, and now we consider it is ready to be released.

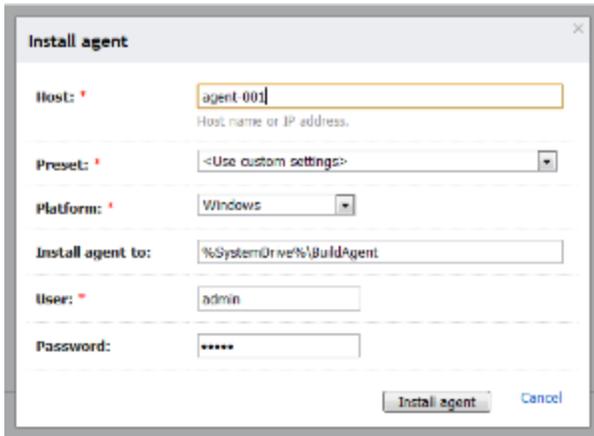
In brief, this is a new way to install build agents on the machines in your network, or in the cloud. The agent distribution is pushed on a Unix machine (by SSH) or on a Windows machine (with help of Sysinternals psexec), is installed there, and is configured and started automatically. For this to work, TeamCity needs to know credentials of the user on a remote machine with permissions necessary to install software. Also since TeamCity is using Sysinternals psexec, push of the agent on Windows machine is only possible if server is installed on Windows.

This feature also integrates with Amazon Cloud functionality. You can create a preset for Agent Push, and specify this preset in Cloud profile settings. In this case, when TeamCity starts an image in the cloud, the agent is pushed on the image automatically, so you do not need to install it on the image and modify build agent configuration to specify correct server URL.

The screenshot shows a dialog box titled "Install agent" with the following fields and options:

- Host:** agent-001 (with a note: "Host name or IP address.")
- Preset:** <Use custom settings>
- Platform:** Unix
- Install agent to:** SHOME/BuildAgent
- Authentication method:** Password (unselected), Private Key (selected). Note: "Choose appropriate SSH user authentication method."
- User:** agentuser
- Private key file:** (empty field, note: "Path to the private key file on server.")
- Passphrase:** (empty field)

Buttons at the bottom: "install agent" and "Cancel".



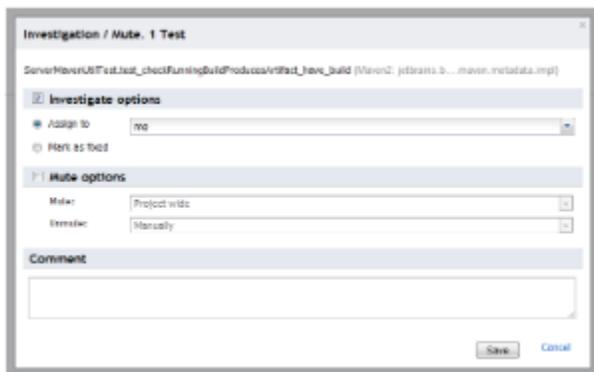
Remote Run on Branch improvements

In previous EAP build, if you wanted to use remote run on a branch feature you were required to specify TeamCity username in the branch name. This way TeamCity understood who will be the owner of the personal build from the branch.

Based on a feedback from our users we added another mode, now TeamCity can create personal build on the name of the last committer to the branch. This seems to be much more convenient for the developers. All they should do now, is to specify correct prefix or suffix for the branch name. The rest is done automatically.

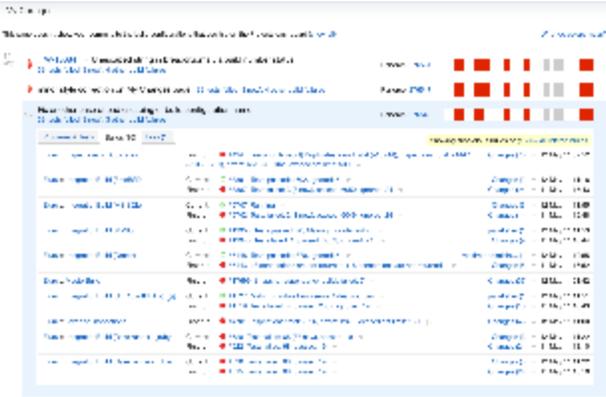
Tests Investigation and Muting

- New type of notification for tests muting / unmuting was added.
- User interface has been improved. Investigation and mute actions are now always visible, in both bulk and single test mode.



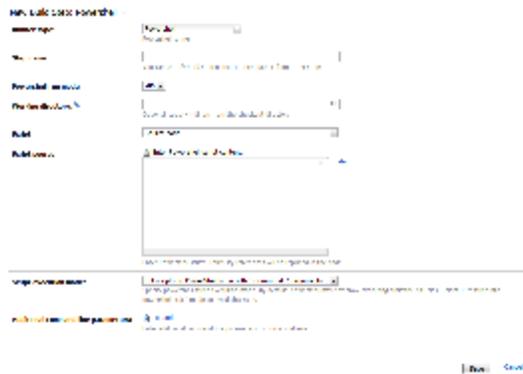
My Changes improvements

- Detailed data for each change is shown on tabs. You can change tabs for the currently selected change with Tab/Shift+Tab or using a mnemonic ('T' for tests, 'B' for builds, 'F' for files)
- Added a tab with suspicious builds with your change. For personal changes, all builds are shown.
- Problems which have an investigator/responsible are not considered critical (unless you are the investigator)



PowerShell runner

PowerShell is quite popular tool for Windows developers. We already had separate plugin for it, but now it is bundled with TeamCity.



Other improvements

- JSLint inspections import from XML reports
- NUnit runner now works under Mono
- Cleanup and processes monitoring for absolute paths supported in Swabra
- resolved issues