

# AWS CodePipeline Plugin

## General Info

|         |                              |
|---------|------------------------------|
| Author  | JetBrains (Victory Petrenko) |
| License | <a href="#">Apache 2.0</a>   |
| Type    | free, open-source            |

Everybody is encouraged to try the plugin and provide feedback in the [forum](#) or post bugs into the [issue tracker](#).

## Download

Latest builds on the public TeamCity server compatible with

[TeamCity 2017.x](#)

[TeamCity 10.0](#)

[TeamCity 9.1](#)

## Plugin Description

The plugin makes a TeamCity build a part of an [AWS CodePipeline](#) stage by providing a custom job worker for the TeamCity Build and Test AWS CodePipeline actions.

It adds the [AWS CodePipeline Action](#) build trigger which polls the AWS CodePipeline for jobs. After the trigger detects a job, it adds a build to the queue. The build downloads input artifacts (depending on the AWS CodePipeline TeamCity action settings), runs the configured build steps and, in case of a successful build, publishes output artifacts to the AWS S3 for usage in the subsequent CodePipeline stages.

See [Building End-to-End Continuous Delivery and Deployment Pipelines in AWS and TeamCity](#) for step-by step instructions.

## TeamCity Versions Compatibility

The plugin is compatible with TeamCity 9.1 and newer.

## Installation instructions

Download [aws-pipeline-plugin.zip](#) and [install the plugin](#) on the TeamCity server.

## Prerequisites

To use the plugin, you need to have a correctly pre-configured AWS resources including:

- An IAM user or a role with sufficient permissions for TeamCity to access AWS services
- A CodePipeline pipeline.

For more information on configuring a CodePipeline pipeline and the required resources, see [CodePipeline documentation](#).

You may be charged money for using the above-mentioned resources.

## Security settings

The currently supported [credentials types](#) are AWS account access keys (access key ID and secret access key) or temporary access keys received from the AWS security token service by assuming a role.

Both types are supported by the AWS CodePipeline Action build trigger via the [default credential provider chain](#).

## ActionID property

To identify an action when making requests to the CodePipeline, the plugin needs the `ActionID` property. The value must be unique and match the corresponding field in the TeamCity Action settings in the CodePipeline, and satisfy the regular expression pattern: `[a-zA-Z0-9_-]+` and have length `<= 20`.

## Action input and output artifacts

CodePipeline TeamCity Build and Test actions can have from 0 to 5 input and/or output artifacts.

If any input artifacts are configured for the corresponding CodePipeline TeamCity action, they are downloaded from the S3 to the temporary directory before the build starts. The folder is specified by the `codepipeline.artifact.input.folder` configuration parameter which is by default `%system.teamcity.build.tempDir%/CodePipeline/input`.

In the directory each input artifact can be found by artifact name, e.g. if TeamCity CodePipeline action is a part of a pipeline, has an input artifact named `MyApp` and the previous action has uploaded some zip file for this artifact name - then during the corresponding TeamCity build, the artifact will be available as `%codepipeline.artifact.input.folder%/MyApp.zip`.

Similarly, after the build finishes, the files found under the artifact output folder specified by the `codepipeline.artifact.output.folder` configuration parameter (which is `%system.teamcity.build.tempDir%/CodePipeline/output` by default) are uploaded to the S3. Each artifact must be represented by an `<artifact_name>.zip` archive, e.g. to publish some zip file as an artifact named `MyAppBuild`, place it to `%codepipeline.artifact.output.folder%/MyAppBuild.zip`. You can achieve this, for example, by adding a Command line build step to your build which runs

```
cp MyAppBuild.zip %codepipeline.artifact.output.folder%/
```

It's recommended by the AWS to use one of `zip`, `tar`, `tar.gz` (`tgz`) archive types to package artifacts for the AWS CodePipeline.

## Trigger poll interval

By default TeamCity build triggers are polled every 20 seconds. To change this period for the AWS CodePipeline Action build trigger, specify `codepipeline.poll.interval` configuration parameter.

## Development links

Public repository: <https://github.com/JetBrains/teamcity-aws-codepipeline-plugin>.

| Builds:                                      |
|--|
| <a href="#">Build and Test TeamCity 9.1</a>  |
| <a href="#">Build and Test TeamCity 10.0</a> |

## Feedback

The plugin is in active development. Everybody is encouraged to try the plugin and provide feedback in the [forum](#) or post bugs into the [issue tracker](#).

## Related Links

Original [issue](#) in the tracker.