

Sending Information

You can send information to the UBuild API to add builds to the queue, cancel builds and if needed; you can even shut down UBuild.

Methods

Below are the endpoints you can use to retrieve information from UBuild:

/queue/add

Add a build to the queue.

Accepts:

- Query/Params
 - "token" - The user's access token. (optional; depending on api.config)
- Body
 - Basic Example:

```
{
  "ProjectFilename": "Scary Stories (git)",
  "PresetName": "Steam",
  "PlatformName": "Windows"
}
```

- Advanced Example: *(with Preset overrides)*

```
{
  "ProjectFilename": "",
  "PresetName": "",
  "PlatformName": "",
  "ProjectOverrides": {
    "ProjectFolder": "",
    "GitUser": "",
    "GitToken": "",
    "GitBranch": "",
    "UnityFolder": ""
  }
}
```

```
},
"PresetOverrides": {
  "MethodToExecute": "",
  "AdditionalBuildArgs": [],
  "BuildFolder": "",
  "IncludeFilesFromFolder": "",
  "ExcludeFilesFromBuild": [],
  "ExcludeFoldersFromBuild": [],
  "DeleteBuildExceptZip": false,
  "CompressToZip": false,
  "ForcePullFreshProject": false
}
}
```

Returns:

- A plain-text message with the result of the operation. (200 = success)
-

/queue/cancel-current

This will cancel the currently in-progress build.

Accepts:

- Query/Params
 - "token" - The user's access token. (optional; depending on api.config)

Returns:

- A plain-text message with the result of the operation. (200 = success)
-

/queue/cancel-all

This will cancel all builds within the queue.

Accepts:

- Query/Params
 - "token" - The user's access token. (optional; depending on api.config)

Returns:

- A plain-text message with the result of the operation. (200 = success)
-

Revision #2

Created 9 June 2024 08:56:53 by Devlin

Updated 9 June 2024 09:50:17 by Devlin