

TeamCity Plugin

By: Eric Bram at Software Design Solutions, Inc.

TeamCity HTTP connection code adapted from <https://github.com/radamant/Team-City-Campfire-Notifier-Plugin>.

IMPORTANT: *This Notifier is only set up to notify on “build failed” and “build succeeded”. No other notification events are implemented.*

1. Stop the TeamCity Server service.
2. Copy the JAR files from the DLLs directory into your TeamCity Library: <TeamCity Install>\webapps\ROOT\WEB-INF\lib. Mine was C:\TeamCity\webapps\ROOT\WEB-INF\lib. **Do not overwrite any of the JAR files that already exist.**
3. Start the Teamcity Server service.
4. Open up the TeamCity Web Interface
5. Click on your name, and go to “My Settings and Tools”. You should see the following section (I added dummy data to demonstrate what the input should look like):

Watched Builds and Notifications

Campfire Notifier

Auth Token:

aaaaaaaaabbbbbbbbbbbcccccc

Campfire Url:

https://<name>.campfirenow.com

Use SSL (Y or N):

Y

Room Id:

11111

You are watching 1 project.

6. Fill out this information and save changes.
 - a. The Auth Token is obtained from Campfire. When logged in to campfire, click “My info” in the top right corner which brings you to a page displaying the token.
 - b. The Campfire URL is the main page for your company’s Campfire page.
 - c. Room ID is the room number which you want Campfire to report to. It is the number at the end of the URL for a Campfire chatroom.
7. Go to the “Notification Rules” section in “My Settings and Tools”.
8. Add a new Campfire Notifier Rule if you don’t have one already. Here is an example of my setup:

Watch:

☐ Builds affected by my changes

☒ Builds from the project:

Integration

☐ Builds from the selected build configurations:

☐ System wide events

Send notification when:

☒ The build fails

☐ Ignore failures not caused by my changes

☐ Only notify on the first failed build after successful

☒ The build is successful

☒ Only notify on the first successful build after failed

☐ Notify when the first error occurs

☐ The build starts

☐ The build fails to start

☐ The build is probably hanging

☐ Investigation is updated

☐ Tests are muted or unmuted

Save

Cancel