

# Build Completed Trigger



Before reading this page, it is highly recommended you read [the Triggers](#) page.

Build Completed Triggers allow you to queue a build once another build has finished executing. This essentially allows you to daisy chain your builds and create a link between builds.

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## Build Completed

This section describes the Build Completed Trigger options. Visit the [Triggers](#) page for information regarding options such as 'Build Priority and 'Force Repository Check' which are shared by all trigger types.

**New Trigger**

Trigger

**Build Completed**

Variables

Conditions

Branch Mappings

| Required Field

**Configuration**

Deploy Project : Deploy Configuration
▼

**Only Trigger When**

On success
▼

Trigger when build awaits stage promotion

Trigger when stage promotion times out or is cancelled

Copy artifacts from triggering build

**Associate Changesets**

Latest
▼

Associate only the latest changeset from all repositories, or associate all changesets from all repositories that have been committed since the last successful build.

Save

Cancel

Help

### Configuration

This property specifies which configuration should trigger a build. Any configuration can be used as the trigger, including configurations in other projects.

Note that a user can only assign a configuration to this property if they have [view access](#) for that configuration.

### Only Trigger When

This option allows you to limit the status which allows a build to be queued by this trigger. Here you can set whether this configuration should be triggered when another build either finishes successfully or fails to build. Alternatively, you can queue the build regardless of the original's build result.

### Trigger when build awaits stage promotion

Tick this to specify that the trigger should start a build when a build from the triggering configuration stops to wait for a stage to be promoted (either manually or automatically)

### Allow multiple trigger events

Visible only if the 'Trigger when build awaits stage promotion' checkbox is ticked.

If this is ticked, the trigger runs each time the build awaits promotion and when the build completes.

### Trigger when a stage promotion times out or is cancelled

This specifies that the trigger should start a build when a build from the triggering configuration completes after a promotion times out or is manually cancelled.

### Copy artifacts from triggering build

Tick this to automatically copy files from the server workspace of the triggering build to the server workspace of the new build. A new **Artifacts** tab will be displayed to specify file patterns and destination folder.

### Associate Changesets

Identifies which changesets should be associated with this build.

There are two options for associate changesets:

- **Latest:** This will only link the latest changeset to the build.
- **All since last successful build:** This will add all the changesets that have occurred in all repositories since the last successful build.

## Artifacts

The screenshot shows the 'New Trigger' configuration page with the 'Artifacts' tab selected. The page has a blue header with the title 'New Trigger' and a navigation bar with tabs for 'Trigger', 'Build Completed', 'Artifacts', 'Variables', 'Conditions', and 'Branch Mappings'. The 'Artifacts' tab is active. The main content area contains two input fields: 'Artifact File Patterns' and 'Destination Folder'. The 'Artifact File Patterns' field contains '\*\*' and has a 'Required Field' indicator. Below it is a descriptive text: 'Patterns matching files in the triggering build workspace. Expressions expand in the context of the triggering build. Prefix with - to exclude files.' The 'Destination Folder' field is empty and has a green checkmark icon. Below it is a descriptive text: 'A folder relative to the triggered build workspace. Expressions expand in the context of the triggered build. Leave blank to copy artifacts to the root of workspace folder.' There are three checked checkboxes: 'Only copy files registered with the triggering build as artifacts', 'Preserve directory structure when copying artifacts', and 'Log copied artifact files'. At the bottom right, there are three buttons: 'Save', 'Cancel', and 'Help'.

### Artifact File Patterns

Enter patterns to match files to copy the triggering build workspace. Prefix a pattern with - to exclude files from other patterns. Any expressions will be expanded in the context of the triggering build using the current values when the triggering build completes.

### **Destination Folder**

A folder to copy the artifact files to. This is relative to the workspace of the triggered build. Leave this blank to copy the artifacts to the root of workspace folder. Any expressions expand in the context of the triggered build using the default values when the build is queued.

### **Only copy files registered with the triggering build as artifacts**

Tick this option to limit the files copied to those which are registered as artifacts in the stages of the triggering build.

### **Preserve directory structure when copying artifacts**

When this option is set, the original directory structure for each matching file in the triggering build workspace is replicated in the trigger build workspace.

### **Log copied artifact files**

Tick this option to write details of each file copied to the build log.

## **Variables**

See the [Triggers](#) page for details on the Variables tab which is shared by all trigger types.

## **Conditions**


## New Trigger

Trigger Build Completed Artifacts Variables **Conditions**

Required Field

Additional conditions which must all evaluate as true before a build is started from this trigger. Please note that expressions are run in the context of the triggering build. e.g. `$(Build.Version)` refers to the version number of the build which initiated the trigger.

Left Value		▼	Right Value	+
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 Save

 Cancel

 Help

Here you can enter expressions which must all evaluate to true before a build is started from this trigger. All expressions are evaluated in the context of the triggering build so `$(Build.Version)` refers to the version number of the build which initiated the trigger.