

# Build Events

This table lists the events which Build Event Handlers can be attached to and provides a description of when each one is triggered as part of the build process. This is the full list of events, each build event handler type may restrict which events can be selected or in the case the Update GitHub Status build event handler will automatically select the relevant events.

Build event	When triggered	Can select stage	Can select build status
On Build Created	When a new build is initialised, after checking repositories, associating changesets and creating workspace folder, but before stages are initialised and build is queued.	No	No
On Before Build Queued	Before a new build is added to the build queue, after initialising build and stages, but before configuration conditions are checked.	No	No
On Before Build Start	Before a build is started, once conditions are checked and build is removed from queue .	No	No
On After Build Started	After build is started, build version allocated and repository cache is updated to the latest revision.	No	No
On Before Stage Start	Before a specified stage is started, after licence has been allocated and agent reserved.	Yes	No
On Sending Stage To Agent	Before stage is sent to an agent for execution, after checking agent is online and setting up build log.	Yes	No
On Stage Completed	Once stage has completed and has not been stopped, after updating any unit test metrics.	Yes	Yes
On Build Pending Promotion	When build is paused pending promotion to the next stage	No	No
On Before Build Continue	When build is paused pending promotion to the next stage	No	No
On After Build Continued	Before a build is continues after promotion, once conditions are checked and build is removed from queue.	No	No
On Build Stopping	When build stop has been requested either manually by a user or by a Stop action.	No	No
On Build Completed	When build has completed, either successfully or on failure, after build statistics are updated and workspace cleaned up.	No	Yes

Some events are related to a stages and will allow selection of a Stage. Some events can be set to trigger depending on whether the Build Status indicates that the build is Successful or Failed\