

Stop Action

The Stop action lets you stop a Stage and/or a Build.

Stop

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Stop | Comments

Required Field

Name

Enabled

Stop

Note that stopping stage as success will allow any subsequent stages to run

Ignore warnings

Name

A friendly name for this action (will be displayed in the [actions workflow area](#)).

Enabled

Determines if this action will be run within the relevant stage.

Stop

Stage as success

The stage is stopped and marked as completed successfully. If it is not the final stage then the stage gate will be evaluated and, providing the gate conditions are met, the next stage is executed.

Stage as failure

The stage is stopped and marked as a failure. If it is not the final stage then the stage gate will be evaluated and, providing the gate conditions are met, the next stage is executed.

Note that the default gate conditions include the condition '\$Stage.IsSuccessful\$ Equals True'. Remove this to continue to the next stage without failing the build.

Build as success

The build is stopped and marked as completed successfully.

Build as failure

The build is stopped and marked as a failure.

Ignore warnings

If this is ticked, any warnings logged will not mark the action with a warning status.