

# Build Event Handlers

## What are Build Event Handlers

Build Event Handlers are tasks which execute on the server (as opposed to Actions which run on the agents). They can be configured to respond to one or more Build Events which occur as the build progresses.

The following Event Handler types are available:

- [Octopus Deploy](#)
- [Tag Repository Changeset](#)
- [Update GitHub Status](#)
- [GitHub Release](#)
- [Update Bitbucket Server Build Status](#)
- [Persist Build Variables](#)
- [HTTP Request](#)

## How to Create an Event Handler

Build Event Handlers can be created within the Events step of the Configuration Wizard.

Configuration Wizard: My First Configuration

1 Details > 2 Repositories > 3 Variables > 4 Stages > 5 Events > 6 Triggers > 7 Conditions > 8 Security > 9 Reports > 10 Cleanup

Build events handlers can be run on the server when specific events occur in the build process. Currently you can use handlers to automatically:

- tag the latest repository changesets;
- update GitHub status;
- update Bitbucket Server build status;
- deploy packages via an OctopusDeploy server;

as build stages are run.

Build Event Handlers [\[Create\]](#)

Name	Type	Description	Build Event	Build Status	Run Order	Enabled
No build event handlers were found.						

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✓ Complete Wizard

Continue >

## Build Event Handler

New Build Event Handler

Build Event Handler

Conditions

Required Field

Event Handler Name

MyBuildEventHandler

Run Order

1

☒ Enabled

Type

Miscellaneous

GitHub Release

HTTP Request

Octopus Deploy

Persist Build Variable

Tag Repository Changeset

Update Bitbucket Server Build Status

Update GitHub Status

Save

Cancel

Help

### Event Handler Name

Friendly name for the event handler (this will be visible in the 'Events' section of the website)

### Run Order

The order in which the event handler will be run (relevant in the situation where multiple event handlers are present).

### Enabled

Whether this event handler will be run or not. Disabling event handlers can be useful when setting up a build process.

### Type

The type of event handler to be used.

## Conditions

New Build Event Handler

Build Event Handler

Conditions

Required Field

Conditions which must all evaluate as true before the build event handler is executed.

Left Value

Right Value

+

Save

Cancel

Help

The conditions which must all evaluate as true before the build event handler is executed.