Storyboard Validator Integration with Jenkins CI Tool

Introduction

This guide will provide a brief introduction to Jenkins and demonstrate how Storyboard Validator can be triggered as part of your continuous integration workflow.

Follow https://www.jenkins.io/doc/pipeline/ tour/ getting-started/ for instructions on how to download, install and launch Jenkins, if you already have a Jenkins environment setup, you can skip this step.

Integration of Validator into Jenkins requires two steps. One windows batch command (or shell command if running Jenkins in a Unix environment), and one post-build action to publish JUnit test result report.

It is assumed that you already have a project created. In this example, we started with a Freestyle project.

Prerequisites

The JUnit plugin for Jenkins https://plugins.jenkins.io/junit/

Adding Validator Launch Command

1 Add a build step to execute Windows batch command:

Adjust the following command to suit your needs, change the Storyboard installation, GDE model file path, launch configuration name and Storyboard workspace as required:
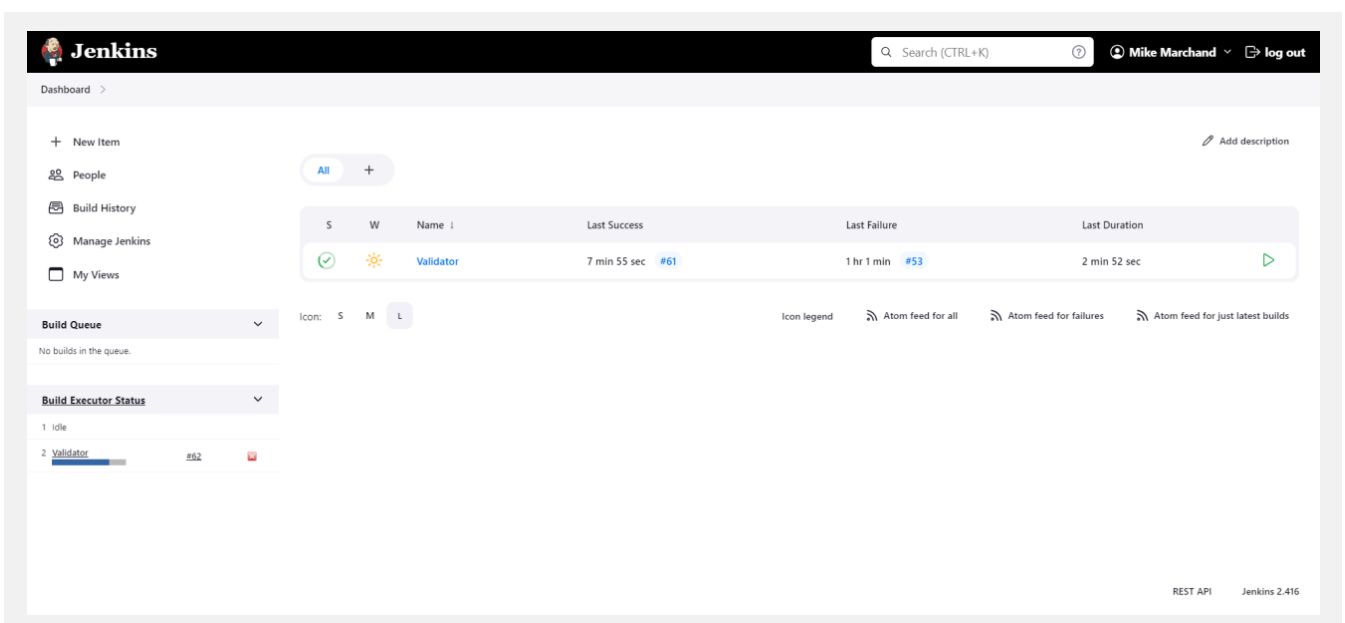
```
"C:\Program Files\Crank_Software\Storyboard_Designer\Crank
Storyboard.exe" -application sb.validator
model="%USERPROFILE%\storyboard_workspace\Thermostat\Thermostat.gde"
config=Thermostat.gde-Simulator xml="%WORKSPACE%\test_report.xml" -data
"%USERPROFILE%\storyboard_workspace
```

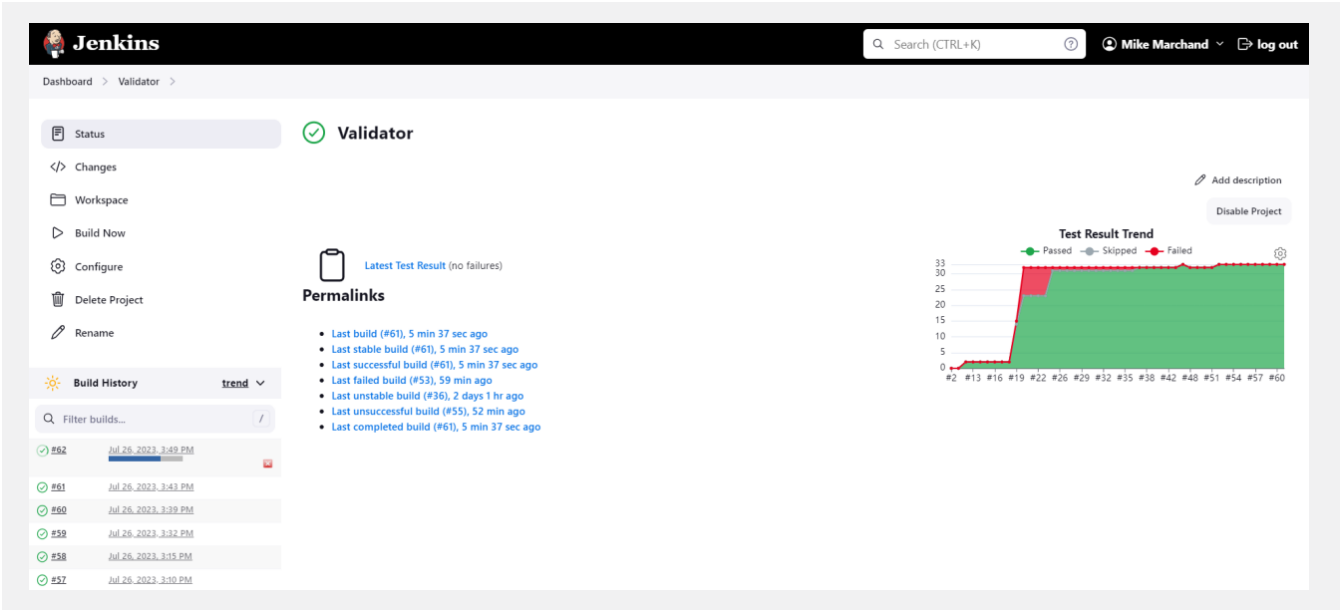2 Add a post-build action for Publish JUnit test result report:
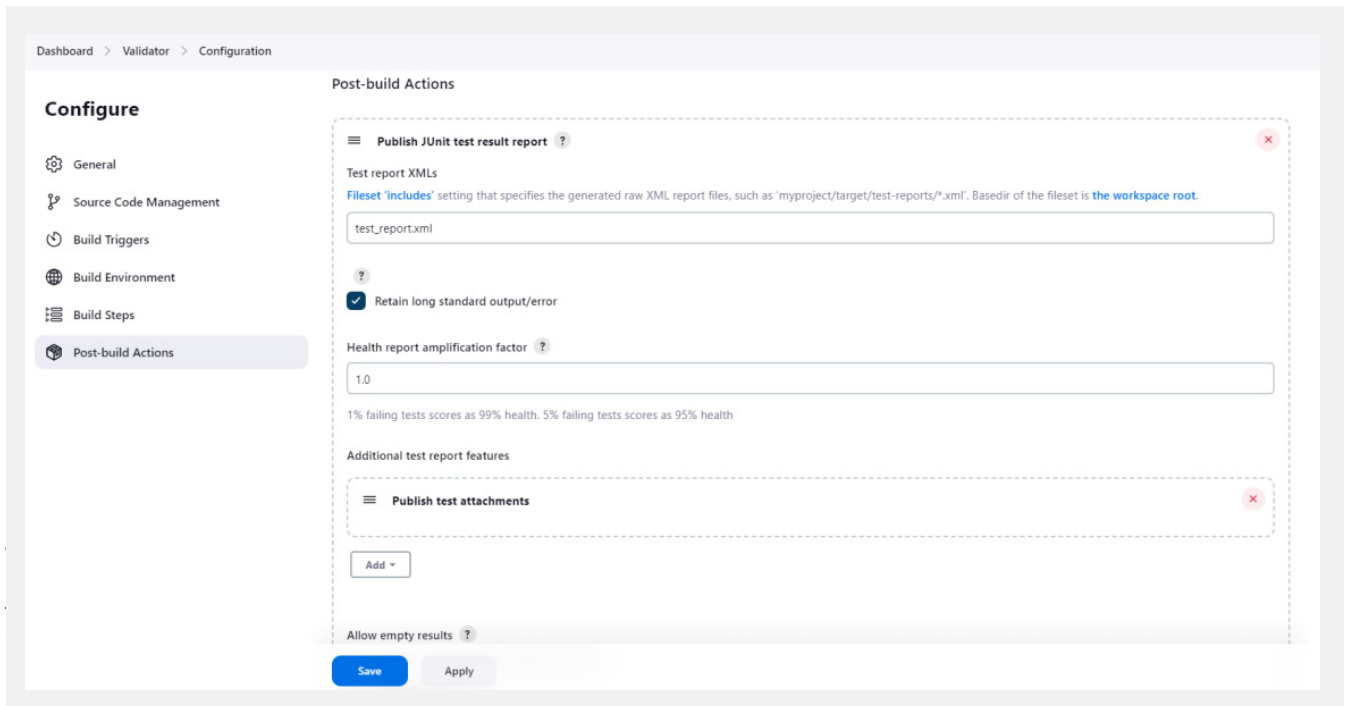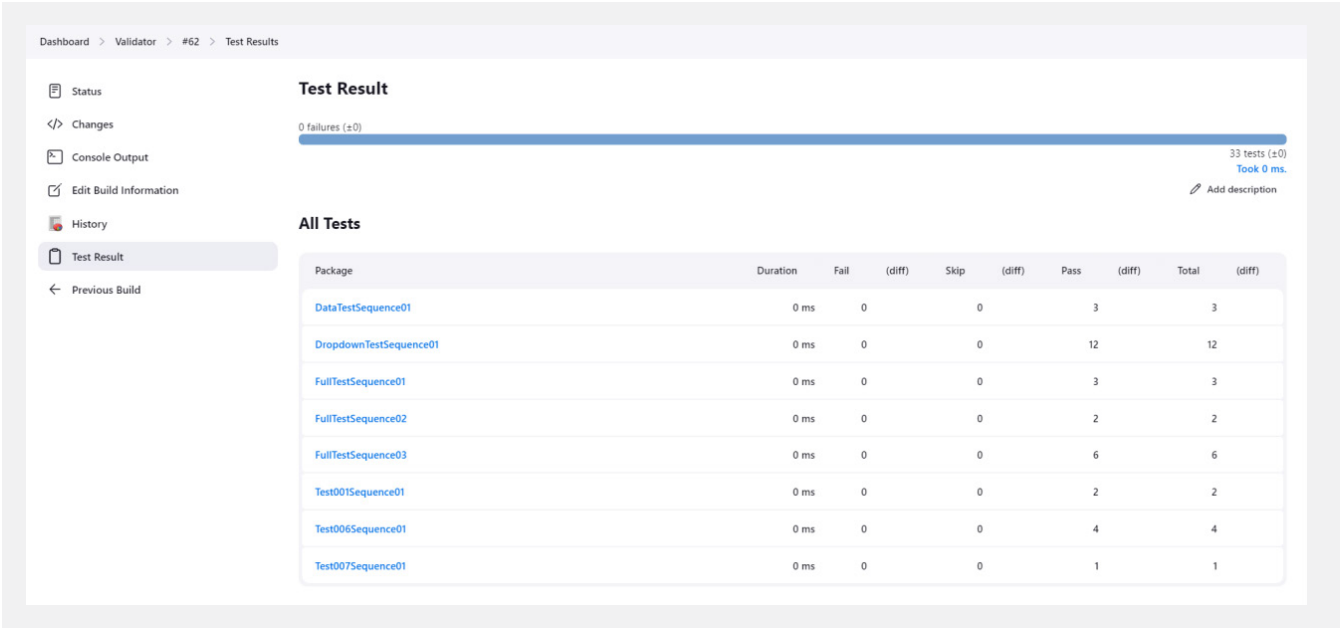

Set the test filter to test_report.xml

3 From the dashboard you can trigger a new build for verification:

The Project will maintain a history of the build and test results:

The test results can be examined:

The presentation of data from within Storyboard Validator is more detailed and easier to work with than the experience in the Jenkins user interface, but it is useful to be able to dig into some results without having to open Storyboard.

When one or more tests fail the build is marked as unstable: