

# CODING DevOps

## FAQs



Tencent Cloud

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# FAQs

## About DevOps

Last updated: 2024-09-05 17:07:24

### What is DevOps?

DevOps is the combination of software development (Development) and operations (Operations). It represents a culture that emphasizes communication and collaboration between **software developers (Dev)** and **IT operations technical staff (Ops)**; it aims to make the process of building, testing, and releasing software faster, more frequent, and more reliable by automating **software delivery** and **architecture changes**. Gartner Consulting believes that DevOps represents a trend of changing IT culture. DevOps can be well-explained as people working together to quickly conceive, build, and deliver secure software. DevOps practices enable software development (dev) and operations (ops) teams to speed up delivery through automation, collaboration, rapid feedback, and iterative improvement. Originating from the agile methodology in software development, DevOps processes expand the cross-functional approach to build and deliver applications more quickly and iteratively. When adopting DevOps development processes, you are deciding to improve the process and value delivery of your applications by encouraging a more collaborative environment at all stages of the development cycle.

### What are the core principles of DevOps?

The DevOps approach includes four key principles that guide the effectiveness and efficiency of application development and deployment.

- **Automation of the software development lifecycle**. This includes automated testing, building, releasing, configuring development environments, and other manual tasks that may slow down the software delivery process or introduce human errors into the software delivery process.
- **Collaboration and communication**. A good DevOps team has automation, but a great DevOps team also has effective collaboration and communication.
- **Continuous improvement and waste reduction**. From automating repetitive tasks to observing performance metrics to find ways to reduce release times or mean time to repair, high-performing DevOps teams are constantly looking for areas to improve.
- **High focus on user requirements through short feedback loops**. Through automation, improved communication and collaboration, and continuous improvement, DevOps teams can take the time to focus on what users really want and how to deliver it to them.

By adopting these principles, organizations can improve code quality, shorten time to market, and conduct better application planning.

## What stages will the development of DevOps go through?

As DevOps evolves, its complexity increases. This complexity is driven by two factors:

- **Organizations are moving from monolithic architectures to microservices architectures .** As DevOps matures, each project in an organization requires more and more DevOps tools.
- **The result of more projects and more tools per project is an exponential increase in the number of tool integrations in the project .** This requires changing the way organizations adopt DevOps tools.

This evolution has gone through the following four phases:

### Phase 1: Bring Your Own DevOps

In the Bring Your Own DevOps phase, each team chose their own tools. This approach led to issues when teams tried to work together because they were unfamiliar with the tools used by other teams.

### Phase 2: Best-of-Breed DevOps

To address the challenge of using different tools, organizations moved to the second phase, Best-of-Breed DevOps. In this phase, organizations standardized on a common set of tools and used the best-suited tool for each phase of the DevOps lifecycle. It helped teams collaborate with each other, but the problem then became moving software changes through the tools for each phase.

### Phase 3: Do-It-Yourself (DIY) DevOps

To solve this issue, organizations adopted DIY DevOps, building on and between their tools. They did a lot of custom work to integrate their DevOps point solutions. However, since these tools were developed independently without considering integration, they were never a perfect fit. For many organizations, maintaining DIY DevOps represented significant work, leading to higher costs as engineers had to maintain tool integrations instead of focusing on core software products.

### Phase 4: DevOps Platform

The single application platform approach improves team experience and business efficiency. DevOps platforms replace DIY DevOps, allowing visibility and control across all stages of the DevOps lifecycle.

By enabling all teams (development, operations, IT, security, and business) to collaboratively plan, build, secure, and deploy software across an end-to-end unified system, DevOps platforms represent the potential to achieve complete DevOps.

## What is a DevOps platform?

DevOps brings human silos together, and a DevOps platform does the same for tools. Many teams start their DevOps journey with different sets of tools, all of which have to be maintained, with many lacking integration. DevOps platforms centralize tools into one application for unmatched collaboration, visibility, and development speed. A DevOps platform is about how modern software should be created, secured, released, and monitored in a repeatable way. True DevOps platforms enable teams to iterate faster and innovate together as everyone can contribute.

## Why is DevOps important?

DevOps is important because it has the potential to help organizations stand out from competitors by responding to business needs faster. DevOps is a new and better way to build software, improving end-to-end collaboration not only between development and operations teams but also with security (sometimes called DevSecOps), testing (Quality Assurance or QA), version control, and cross-team collaboration features such as ChatOps. DevOps brings better software products and more successful implementations.

At its core, DevOps is a practice. It is based on the premise that application and service delivery organizations work better when software development teams truly collaborate and practice Continuous Integration and Continuous Delivery (CI/CD). This means that at the end of each iteration, no matter how short, the software can be put into production—even if it is not deployed to production every time.

Large organizations undergo DevOps transformations to address common and fundamental issues in enterprise software creation. When developers create new software, they code and test it in a developer environment, which is offline and allows them to debug, tweak code, and refine requirements without jeopardizing their business, government agencies, healthcare, or educational institutions.

However, problems arise when it comes time to deploy new software or code to the real environment because the developer environment is not exactly the same as the ever-changing production environment. This can lead to genuine headaches or even heartbreaks. Deployment failures can result in issues that require significant time and money to fix. Historically, this problem has been exacerbated by bundling large changes into infrequent releases.

The operations team is responsible for ensuring that products run reliably in production and performing proper checks and balances to ensure reliable deployments. Friction can occur between operations and development teams as they try to iterate and get their code changes into production as quickly as possible.

# Team management related

Last updated: 2026-04-03 17:27:24

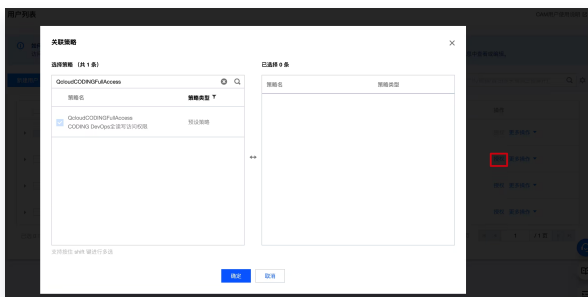
## How to lock or unlock members?

This operation will prohibit members from accessing team resources and logging into the team. Click the lower left **Team Settings Center**, go to **Global Settings > Organization and Members > Member Management** in the team member list, select the user to be locked, click the right side ... and select **Lock Member**. The locked user will have a lock mark. To unlock, perform the **Unlock Member** operation.



## What are the reasons and solutions for account locking?

- If the **Team Leader** is locked, you need to go to [Ticket Center](#) to submit an unlock request.
- If the **Team Member** is locked, the following are possible reasons and solutions:
  - 1.1 Entering the password incorrectly 5 times when logging into the team. Please contact the team leader or administrator to unlock it in **Settings Center > Member Management**.
  - 1.2 The account type of the locked member is a Tencent Cloud Sub-account, lacking `QcloudCODINGFullAccess` role permissions. Please contact the primary account owner to go to [CAM](#) for role policy authorization.



## How to exit the team?

Team members can click **Personal Account Settings > Personal Account** in the lower left avatar dropdown to see the option to exit the team.

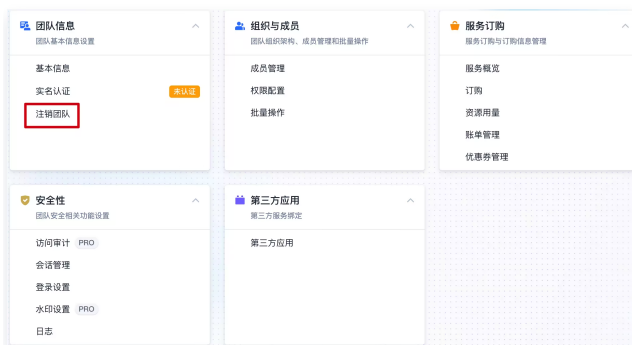
**Note:**

The team leader cannot exit the team.



## How to dissolve the team?

The team leader can click **Team Settings Center** in the lower left corner of the homepage, then click **Basic Information > Dissolve Team** to enter the operation page.



## How to change the CODING team bound to the Tencent Cloud account?

When a new user accesses CODING DevOps on the Tencent Cloud console, Tencent Cloud will create a new team for the new user. If binding a new user to an existing team and setting it as the default team address when accessing the Tencent Cloud console is needed, follow the steps below in the CODING console.

1. In the new team's **Team Settings Center > Global Settings > Third-party Apps**, unbind from Tencent Cloud. If you haven't set a password, please bind your email and password in **Account Settings** before unbinding.



- Log in to the team that needs to be bound, in the existing team's **Team Settings Center > Global Settings > Third-party Apps**, bind to Tencent Cloud. For specific operations, please see [Credential Authorization](#).



## How to transfer the team leader?

### ! Note:

If the account is already associated with a Tencent Cloud account, this feature is not supported. Please see [Bind to Tencent Cloud](#) for unbinding.

Team leaders can enter **Team Settings Center > Global Settings > Basic Information** to transfer the team to a corresponding member.



## Can the team domain be modified?

After binding the domain name, the team domain name of the standard version cannot be changed. Advanced and flagship versions support team leaders modifying through a custom team domain name. In the **Team Settings Center > Global Settings > Custom Domain** page, click on the upper right corner **Custom Domain**, fill in the domain name in the **Custom Domain** dialog box, and click **Create** to finish modifying the custom team domain name.



## After a reduction in team members, there is no automatic tier downgrade?

After the team member count decreases, the system will not automatically downgrade the current advanced team's tier. If you confirm that you no longer need more tiers, please [submit a ticket](#) for customer service to downgrade your tier. The ticket should include:

- Team Name
- Team Domain
- Updated Tier Quantity
- Reason for Application

## How do I get a refund?

After payment, refunds are not supported. Please ensure the services you are purchasing meet your needs before making a payment. If there are special circumstances such as order errors, please contact [official personnel](#) promptly.

## How to check the service expiry date?

The Team Leader or Administrator can click **Service Subscription** in the avatar dropdown at the bottom left corner to view the estimated expiry date on the right side of the service overview.



## How to obtain an invoice or contract?

You can download the invoice or contract from the [Billing Center](#) on the Tencent Cloud official website.



# Project Management Related

Last updated: 2024-11-01 15:36:22

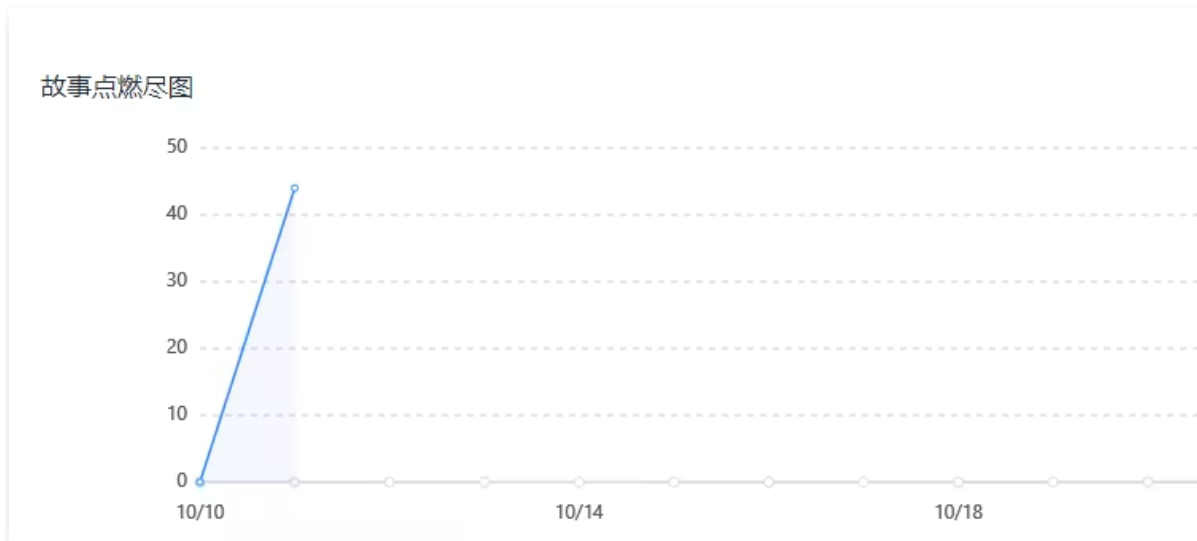
## What should I do if pasting an image fails in an item?

**Issue Details:** After pasting the image address, the image appears broken and unusable. The cause of this issue might be that you don't have access privileges to the image, which is common when directly copying image addresses from other projects. You can check the project ID in the image address. If you're unable to confirm this project's ID, pasting a new image will display this project ID. You can directly copy the image and re-paste it into the item, avoiding directly copying the image address.

The screenshot displays a task item titled "【通知能力】测试" (Notification Capability Test) in a project management tool. The task is currently in the "未开始" (Not Started) status. The main content area shows a broken image link: "![图片](/api/project/9346736/files/26048517/imagePreview)". The interface includes a rich text editor with various formatting options (bold, italic, link, code, etc.) and a "保存" (Save) button. Below the main content, there is an "活动日志" (Activity Log) section showing a log entry: "+ 主账号 创建了 任务 2021-09-12 15:50". At the bottom, there is a comment input field with a "发表" (Post) button. On the right side, a sidebar contains various metadata fields: "状态" (Status: 未开始), "处理人" (Assignee: 未指定), "所属需求" (Requirement: 未关联需求), "迭代" (Iteration: 未规划进迭代), "优先级" (Priority: 中), "开始日期" (Start Date: 未指定), "截止日期" (End Date: 未指定), "标签" (Tags: +), "进度" (Progress: 0%), and "预估工时" (Estimated Time: 未预估).

## Why is the Ideal Line always zero in the Story Burn-down Chart?

The blue line represents the Actual Line, and the gray line represents the Ideal Line. For example, in the chart below, the Actual Line increases instead of decreasing, while the Ideal Line remains zero.

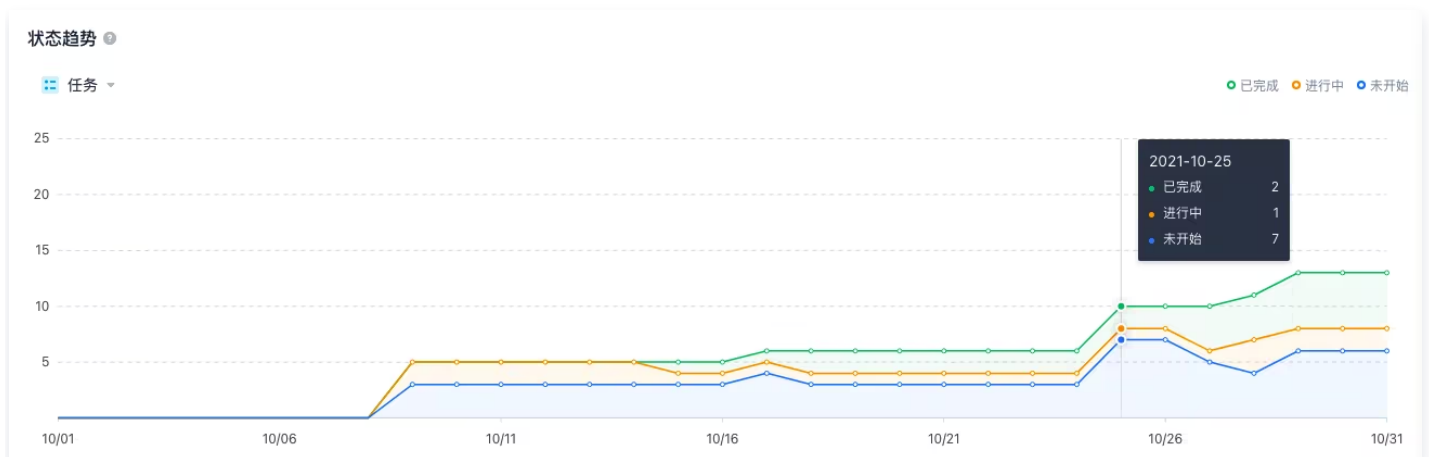


The logic for calculating the Ideal Line is: starting from the origin point, calculate the total number of story points at the beginning of the iteration. The chart indicates that, from the start of the iteration, the total number of story points in the iteration is zero. Even if the story points are modified later, the initial value of the Ideal Line remains unchanged. You can adjust the story points and iteration start period to modify the starting point.

The Ideal Line is typically a linearly decreasing line as it automatically distributes all story points evenly over the entire iteration period, and the iteration end means all story points are burned down. The Actual Line counts the total number of story points per day, so it may be a jagged line.

## How to view the Status Trend Chart?

The Status Trend Chart uses a Stacked Area Chart for data visualization. For example, in this chart, the total number of all items is 10, thus occupying 10 units of area. The number of items not started is 7, occupying 7 units of blue area; the number of items in progress is 1, occupying only 1 unit of yellow area. The relationships among them are independent.



## How to migrate a project to another team?

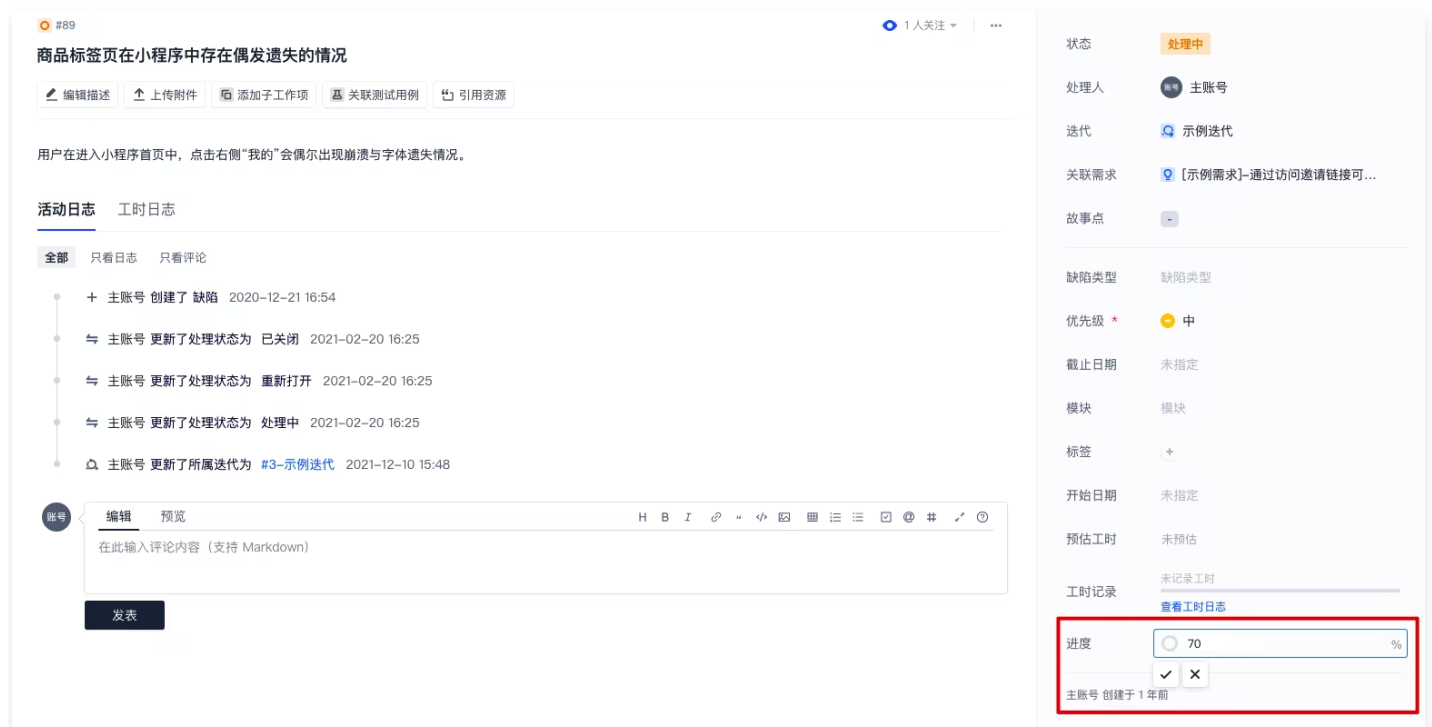
CODING currently does not support transferring projects across teams. A project can only belong to one team. You can first export items from the old project and then manually import them into the new project.

## What to do if a project is accidentally deleted?

Project deletion is a sensitive operation. CODING has built-in permission control and a secondary confirmation mechanism during the deletion process. Once a project is deleted, it cannot be recovered, and the operation is irreversible, so please delete with caution.

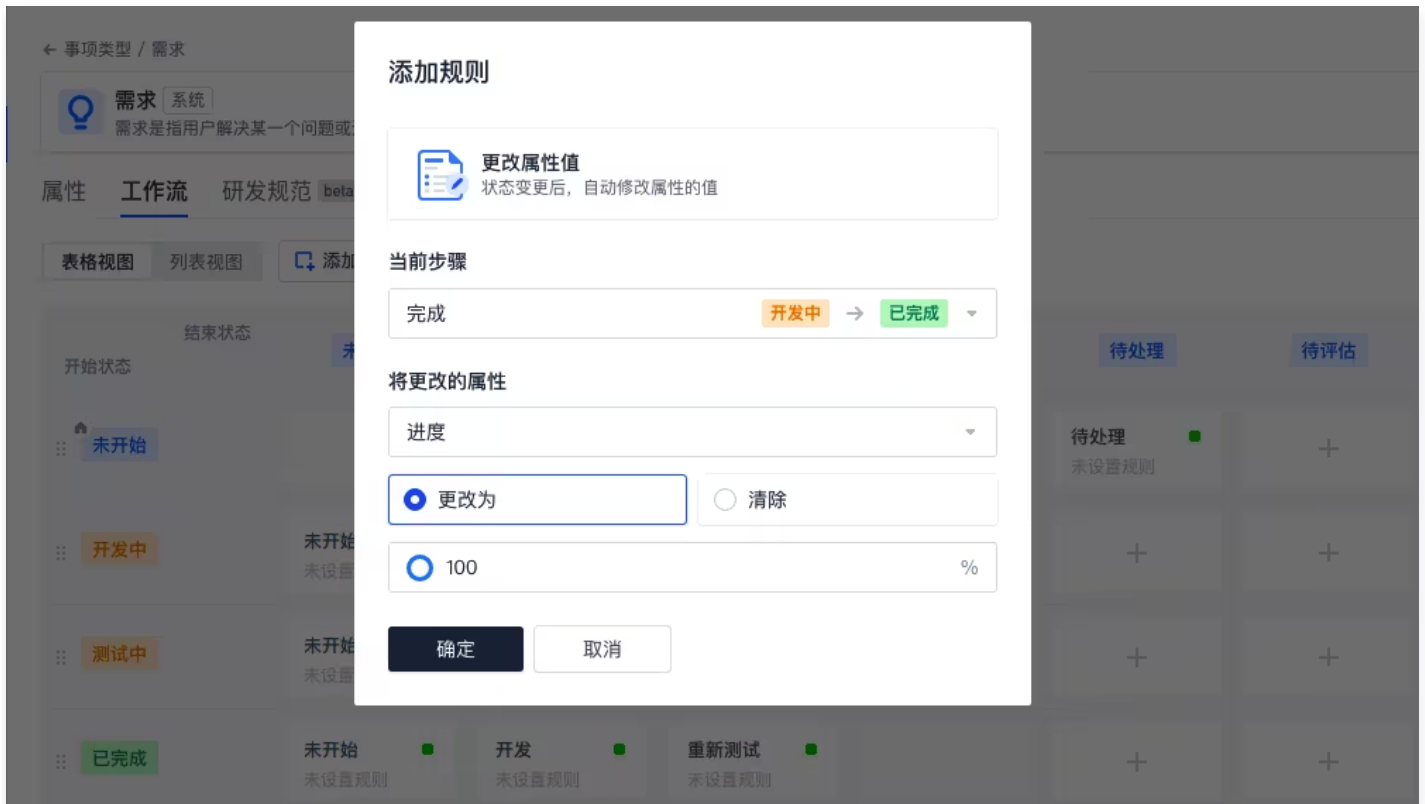
## All items in the completed iteration are done, so why is the progress not 100%?

The progress bar in the iteration depends on the progress values of the items, which is unrelated to their completion status.



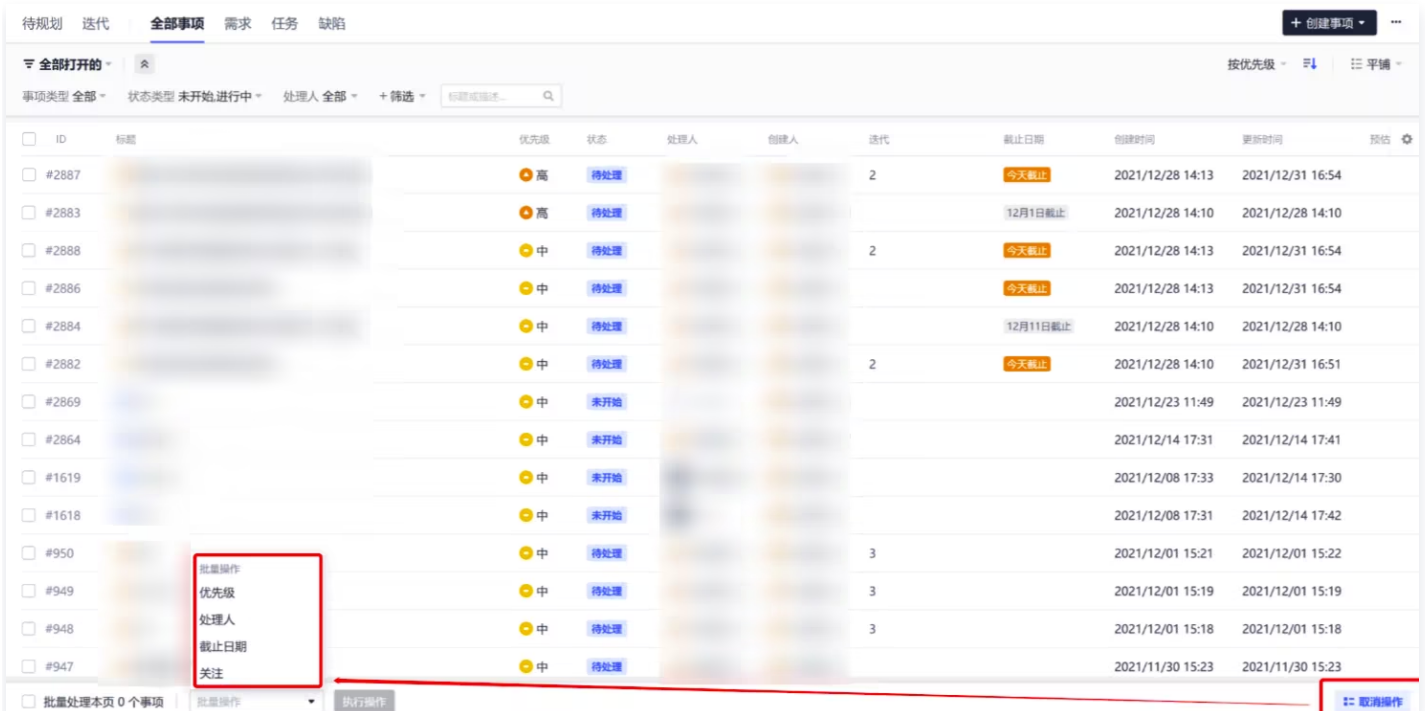
The screenshot displays a CODING issue page for a defect. The issue title is "商品标签页在小程序中存在偶发遗失的情况" (The product tag page in the mini-program occasionally has missing items). The issue is currently in the "处理中" (In Progress) state. The progress bar at the bottom right is set to 70%. The activity log shows several updates to the issue's status, including "已关闭" (Closed), "重新打开" (Reopened), and "处理中" (In Progress). The progress bar is highlighted with a red box, and the value "70" is visible in the input field.

You can refer to the [Definition Workflow](#) to set up automatic progress value adjustment when the status of tasks changes. For example, automatically change the progress of **Completed** tasks to 100%, and change the iteration progress to 100% when all tasks within the iteration are completed.



## How to modify the assignees in bulk?

Click the **Batch Operation** button at the bottom right corner of the task list page and follow the prompt. Currently, batch modification of priority, handler, deadline, and followers is supported.



## How to change the collaboration mode?

Click on the **Project Settings > Collaboration Mode > Change Collaboration Mode** at the bottom left corner of the project to switch.

### Note:

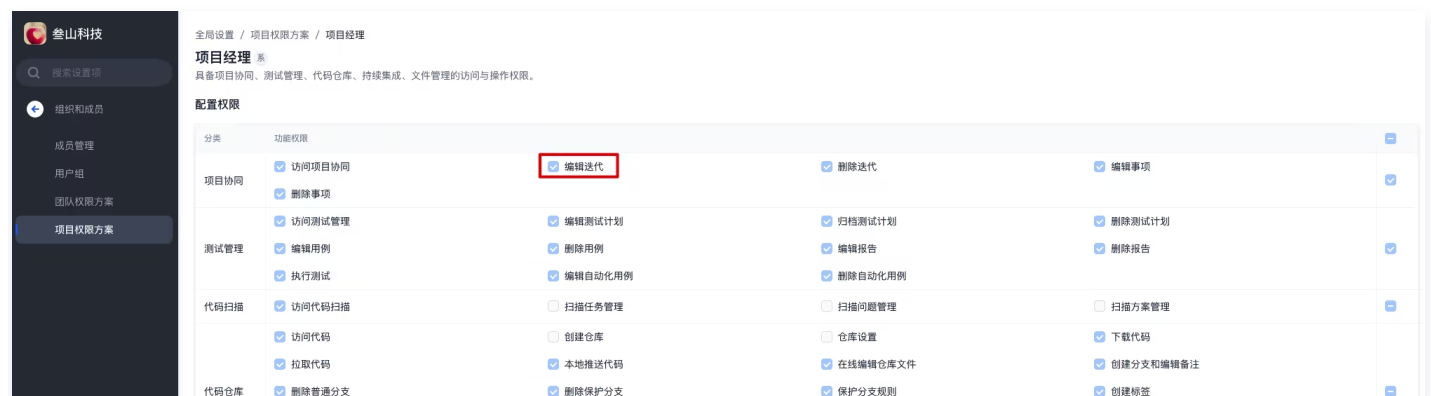
Switching modes may change some item types.



## What to do if you can't select iterations while editing items?

**Problem Description:** In project collaboration, collaboration members cannot select planned iterations when submitting items (requirements, tasks, defects). How should it be set?

**Issue Reason:** The project permission scheme of the member does not include **Edit Iteration** permission, thus preventing the addition of tasks to planned iterations. Contact the administrator to go to **Team Settings Center > Project Permission Scheme** to assign a scheme with **Edit Iteration** permission to the member. For details, see [Configure Project Permission Schemes](#).



## How to view all tasks related to "me"?

You can view all tasks related to me by setting filter conditions in the project, such as tasks created by me, tasks I'm following, etc.

After entering any project, go to project collaboration, click the **All Tasks** tab, and add a new filter condition.

The screenshot shows the '全部事项' (All Tasks) view in the Tencent Cloud CODING DevOps interface. A filter dropdown menu is open, showing various filter conditions. The '创建人' (Creator) option is highlighted, indicating the selection of a filter based on the creator of the tasks.

Select filter conditions like **Creator**, **Follower**, and choose **Me** to view all tasks related to me.

The screenshot shows the '全部事项' (All Tasks) view with the filter dropdown menu open. The '创建人' (Creator) option is selected, and the 'Me' option is highlighted in the dropdown menu, indicating that the filter is set to show tasks created by the user.

Click **Save As** to save the current filter conditions.

The screenshot shows the '全部事项' (All Tasks) view with the filter dropdown menu open. The '保存为' (Save As) button is highlighted, indicating the action to save the current filter conditions.

## Can tasks be assigned to multiple handlers?

Tasks (requirements, tasks, and defects) do not support assigning multiple handlers. You can split the tasks and then assign them to the relevant handlers one by one.

## Can deleted tasks be recovered?

Deleted tasks cannot be recovered. Please delete with caution.

# Related to Code Hosting

Last updated: 2026-04-03 17:29:45

## What should I do if verification fails?

When cloning a code repository, you need to enter the service email and service password. You can go to **Personal Account Settings > Personal Settings** to view the service credentials.



## What should I do if an error occurs during code cloning?

1. Install and use the latest version of Git.
2. Enter the command `git remote -v` in the terminal to check if the associated remote URL (case-sensitive) is correct. If the remote URL is incorrect, use the following command to modify the remote repository address.

```
$ git remote set-url origin https://git.coding.net:username/right-name.git
```

## What should I do if another error is reported during code push?

Refer to [Quick Start](#) to ensure you have performed the correct operations. If the error persists, please [Submit Ticket](#) and include the following information (optional):

- Git error information.
- Result after running `git --version`.
- Other possibly useful information, such as the result after you run the `ping coding.net` command, your current IP address, and the DNS you are using.

## What should I do if 'Couldn't resolve host' is reported?

This may be due to your DNS settings. Change your DNS to 114.114.114.114 or 1.1.1.1 and restart the network.

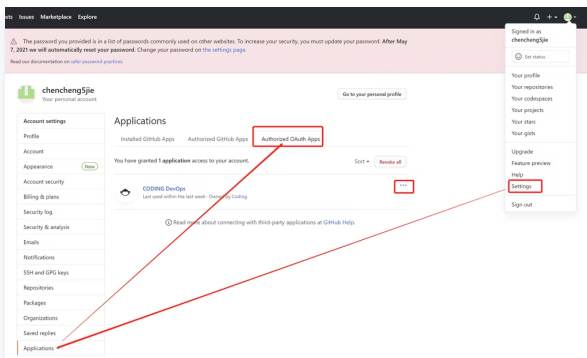
## What should I do if the 'RPC failed' error is reported?

This is due to the push file size restriction of `http.postBuffer` in the HTTPS push method. You can set a larger limit by executing the command `git config http.postBuffer 52428800` in the terminal, or switch to SSH for pushing. If it returns the error code: `HTTP 403 curl 22` The requested URL returned error: 403 Forbidden , also check if you have repository access permissions, correct account password, and sufficient repository storage.

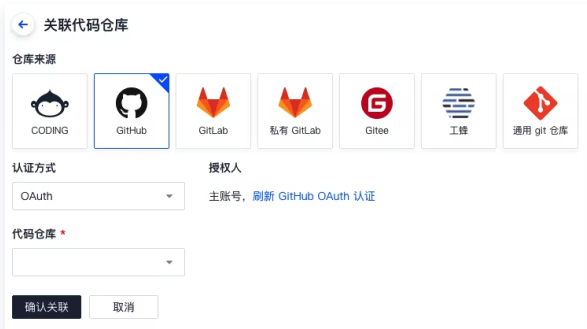
## How to modify an associated external repository?

To modify an associated GitHub repository as an example:

1. Log in to GitHub, click on your avatar in the top right corner, go to **Settings > Applications > Authorized OAuth Apps** and remove the association.



2. Log in to your new GitHub account.
3. Return to the CODING code repository, click **Associate Repository** and refresh GitHub OAuth authentication.



## What should I do if authentication fails more than 20 times and prompts a 3600s freeze?

```
ls@yase01:~/Desktop$ git clone https://e.coding.net/
主账号绑定
git clone for 'https://e.coding.net/'
password for 'https://e.coding.net/':
remote: 连续登录失败次数超过 20 次, 暂时被禁止登录, 请过 3600 秒后重试
fatal: Authentication failed more than 20
fatal: unable to access 'https://e.coding.net/':
```

If authentication fails 20 times consecutively using incorrect credentials, a security protection mechanism will be triggered, temporarily freezing HTTPS access to the repository. Stop all automatic and manual authentication actions, wait for the freeze to end, and then log in again.

Otherwise, even with the correct account and password, the authentication will fail and the freeze time will reset.

If you need to perform code operations urgently, you can switch to the SSH protocol for pushing and pulling code.

## Failed to fetch the public key with Permission denied (publickey)

This may occur if you do not have permission for the target repository and branch, so you cannot update data. If the read/write permissions are confirmed and the error persists, refer to the following solutions:

### Single public key locally

Delete your local public and private keys, then regenerate new ones according to the [Configure SSH Public Key](#) instructions, and add the new public key to the project.

### Multiple public keys locally

In the `~/.ssh` directory, create a new `config` file using the sample provided below:

```
Host "demo1"
    HostName "code.csdn.net"
    User "git"
    IdentityFile "C:/Users/your-name/.ssh/id_rsaDemo1"

Host "demo2"
    HostName "code.csdn.net"
    User "git"
    IdentityFile "C:/Users/your-name/.ssh/id_rsaDemo2"
```

For example, if the target repository Git address is `git@e.coding.net:example/example.git`, you can pull using the command `git clone git@demo1:your-name/demo1.git`. Modify the alias in the command for different target repositories to complete the pull.

### RSA algorithm disabled

This issue usually occurs among users with Git clients v2.33.1 and above or OpenSSH 8.8 and above. Add a `~/.ssh/config` file and use the `vim ~/.ssh/config` command to modify the `ssh` `h-rsa` configuration.

```
Host e.coding.net
    HostkeyAlgorithms +ssh-rsa
```

```
PubkeyAcceptedAlgorithms +ssh-rsa
```

Generate new public and private keys using the new algorithm: `ssh-keygen -t ed25519 -C "your_email"`.

## What is the difference between deploy keys and personal public keys?

Deploy keys belong to the project and, once configured, have read-only access (which can be adjusted to read-write) to the project by default. They can be added to multiple projects. Personal public keys belong to individuals and, once configured, have read-write access to all projects under the account. They are commonly used for OPEN API authentication. The same public key cannot be used as both a deploy key and a personal public key.

## Git Account Credentials related

**Problem description:** Every time you submit code, you need to repeatedly verify your account and password. It is impossible to delete the account and password cached in the repository.

**Solution:**

**Option 1:** Switch to SSH protocol.

Using the SSH protocol for code push and pull is not only a more secure method but also avoids frequent account and password inputs. You can refer to [Configure SSH Public Keys](#) to generate an SSH public key and upload it to the code repository as a deploy key.



Use the command `git remote repo-url` in the local terminal, then enter `git remote -v` to verify if it is effective.

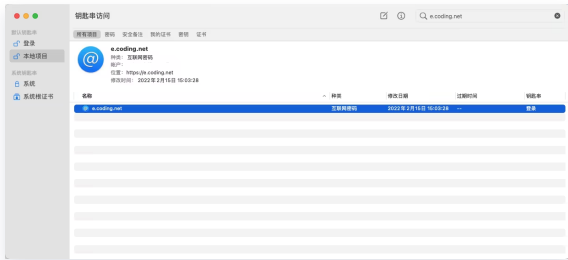
```
netdevops@CODING-devops:~/coding-help-generator$ git remote set-url origin git@netdevops:help-coding-website/coding-help-generator.git
netdevops@CODING-devops:~/coding-help-generator$ git remote -v
origin git@netdevops:help-coding-website/coding-help-generator.git (fetch)
origin git@netdevops:help-coding-website/coding-help-generator.git (push)
netdevops@CODING-devops:~/coding-help-generator$
```

After it becomes effective, you can push and pull code without a password. If you change the SSH key, please re-upload it to the code repository.

**Option 2:** Delete the cached account and password and re-enter the correct account and password.

macOS

In most cases, macOS uses the `osxkeychain` (Keychain) tool to save Git account credentials. Go to **Keychain Access**, search for keys starting with `e.coding.net` and delete them.



After deleting the account and password, push or pull the code again. You will be prompted to enter the correct account and password, and the system will remember the new account and password. If the account and password are still not deleted, run this command in the terminal:

```
git credential-osxkeychain erase
host=e.codingcorp.net
protocol=https
```

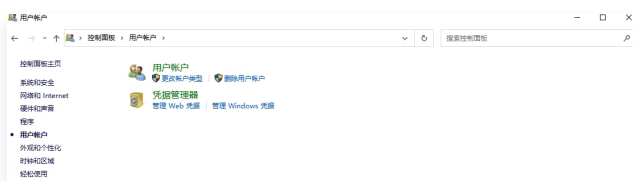
After deletion, push or pull the code again and follow the prompts to enter new account credentials.

### ! Note:

Git account credentials will be saved in both Keychain and the `.git-credential` file. If the password is still incorrect after deleting it from Keychain, it may be because the system is reading the account and password from the `.git-credential` file.

## Windows

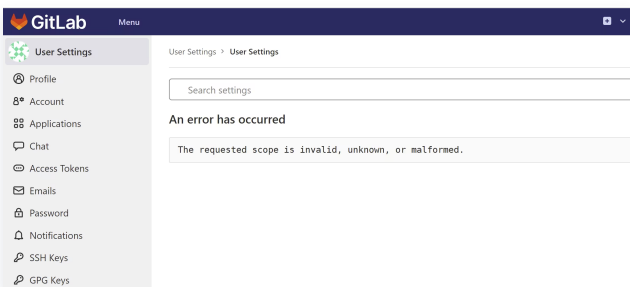
1. Click **Settings**, then go to **User Accounts** in the Control Panel.



2. Search for common credentials named `e.coding.net` in the generic credentials section.
3. After deleting the credentials, push or pull the code again and follow the prompts to enter the correct account and password.

## How to handle the error "The request scope is invalid, unknown, or malformed" when binding GitLab (self-hosted) service?

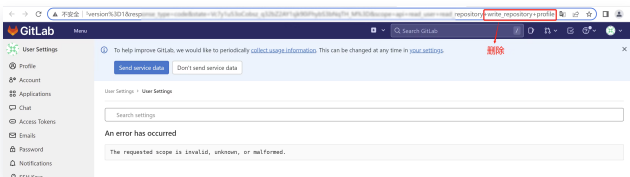
**Problem description:** As shown in the figure below, the error `The request scope is invalid, unknown, or malformed` appears when binding a private GitLab service in team settings.



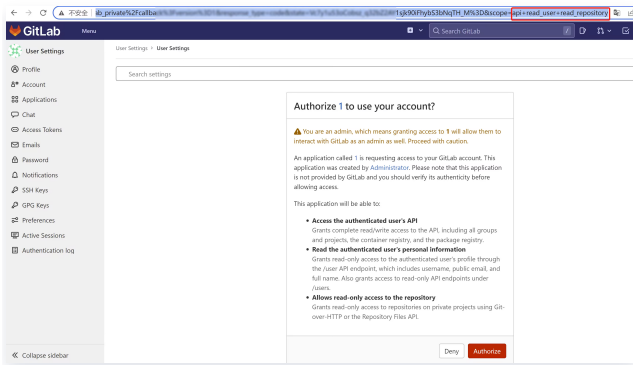
**Solution:** The issue arises due to different versions of GitLab private deployment causing inconsistency in Scopes within GitLab Applications. When binding a GitLab self-hosted service, CODING requires the following five Scopes parameters:

- `api`
- `read_user`
- `read_repository`
- `write_repository`
- `profile`

If any of the above parameters in the private GitLab service are missing, such as `write_repository` and `profile`, then you only need to select the remaining 3 parameters when binding the GitLab service. Then, navigate to the GitLab binding page and delete the extra `+write_repository+profile` part from the URL.



As shown in the figure below, retain only `&scope=api+read_user+read_repository` in the `&scope` part and press Enter. If the binding page appears as shown in the figure, the issue is resolved.



## No merge request record after importing the repository?

Currently, only code resources, version numbers, and commit records in the code repository are supported for import. Merge request records are stored in the Git client database, and this information cannot be imported.

## What to do if you are prompted that it cannot be automatically merged when creating a merge request?



The error occurs because there are conflicts between the codes in the two branches. You can run the `git merge [target branch]` command in the source branch using the local terminal to see all conflicted files. Resolve all conflicts one by one, and then resubmit a commit to the remote repository. The merge request will automatically change to a **mergeable** status.

## What to do if code submission fails indicating that the repository usage has reached the limit?

For the standard team version, if the total code repository capacity exceeds the maximum limit, you can no longer push code. You need to contact the team leader or admin to upgrade the team version to increase the total code capacity of the team. Please refer to [Service and Billing](#).

## Is code hosting on CODING secure?

This involves two aspects: whether it's safe to host code on the cloud and whether it's safe to host code on CODING.

## Is placing the code locally safer compared to hosting it on the cloud?

When placing code locally, you need to set up a code management system with dedicated personnel for maintenance and establish security mechanisms to ensure service stability and data security. Both of these require significant technical skills and high costs. Professional people handle professional matters.

Hosting code on professional cloud services with technical strength and security guarantees not only ensures code safety but also provides more features and professional services, saving time, effort, and money.

Domestic enterprise SaaS services have developed over the years, with companies placing human resources, financial information, customer information, and product deployments on cloud service providers. For small and medium enterprises, choosing a cloud service provider with technical and security strengths is safer and more efficient than building their own system.

## Is code hosting on CODING secure?

- CODING is the only one-stop software development platform in the domestic market independently developed using enterprise-level Java technology, making it safer and more controllable compared to others based on open-source projects. It also offers greater scalability and is less susceptible to publicly disclosed vulnerabilities.
- Website communication uses the HTTPS protocol, and code push and pull use HTTPS or SSH protocols. Data is encrypted throughout the transmission process to prevent leakage during data transfer.
- Member permissions can be set, abnormal members can be locked, and access to resources requires user OAuth authentication, effectively controlling access to enterprise resources.
- It provides two-factor authentication, password rules settings, and other features, which can effectively prevent team information leakage due to lost or stolen team member accounts.
- Detailed operation logs are provided, allowing the tracing of team members' actions and the timely detection of abnormal operations.
- It has a comprehensive operation and maintenance security mechanism. For more details, see [CODING Service Security Description](#).
- The architecture is designed for high availability. The code repository uses partition storage strategies stored on different storage servers, mounted to the working spaces of compute servers without affecting each other. In case of a single-point failure, the load is automatically distributed to other servers. If an individual code repository encounters an issue, only the data for that repository needs to be restored, without impacting other repositories.

- When the customer environment meets the requirements, CODING can provide excellent high availability to ensure the safety of the code.
- The code repository supports Hard Disk RAID, encrypted transmission, scheduled backups, real-time backups, and other methods to ensure code safety and reduce code management risks.
- As a paid service, it implies a spirit of contract, meaning CODING is responsible for ensuring the security of customers' code and related assets.
- Since its operation in 2014, CODING has served 3 million development teams and tens of thousands of enterprise users without any incidents of information leakage, earning a good reputation and credibility in the industry.

# Continuous Integration-related

Last updated: 2024-11-01 11:11:02

## Which versions of Jenkins are compatible with CODING-CI?

Currently, the public build node provided by CODING-CI uses version **Jenkins 2.293**. CODING now supports credential management. We recommend users manage their keys using more secure credentials. For details on how to use credentials, please see [Credential Management](#).

## When should I use single or double quotes?

When using CODING-CI, you often need to splice strings or use environment variables as parameters in a Jenkinsfile. Single and double quotes are used differently in Jenkinsfile. The following demonstrates the differences between the commonly used echo and sh commands.

```
pipeline {
  agent any
  environment {
    MY_ENV = 'this is my env'
  }
  stages {
    stage('Test') {
      steps {
        script {
          def MY_ENV = 'define in script'

          echo "${env.MY_ENV}"
          // Output: this is my env

          echo "\${env.MY_ENV}"
          // Output: ${env.MY_ENV}

          echo "${MY_ENV}"
          // Output: define in script

          echo '${MY_ENV}'
          // Output: ${MY_ENV}

          sh 'echo ${MY_ENV}'
        }
      }
    }
  }
}
```

```
        // Output: this is my env

        sh "echo ${MY_ENV}"
        // Output: define in script

        sh "echo ${env.MY_ENV}"
        // Output: this is my env
    }
}
}
}
```

- **echo:** When using single quotes, the \$ symbols inside are not parsed, but directly included in the output. When using double quotes, MY\_ENV in the environment variables is printed.
- **sh:** When using single quotes, the original text is executed as the sh command normally used in the terminal, so MY\_ENV in the environment variables can be printed.

## What are the differences in the sources of configuration for Continuous Integration?

When creating a build plan, choosing to use **Jenkinsfile from a code repository** and **static, configured Jenkinsfile** has the following differences:

- When you select a Jenkinsfile from a code repository, the file is stored in the repository. Modifications to the Jenkinsfile require commits to the code repository. If you modify the trigger conditions for continuous integration, integration tasks can still be automatically triggered.
- When you use a static, configured Jenkinsfile, the file is not stored in a code repository, so modifications to the Jenkinsfile do not involve repository updates. During build execution, you should use only static, configured files to ensure the consistency of the build process.

## How to view the workspace directory?

In the deployment process of Continuous Integration, add a step to **execute a Shell script** and include the pwd command in it. The workspace directory will be output after the Continuous Integration runs.

## How to define environment variables?

For detailed instructions, please see [Custom Variables](#).

## What should I do if environment variables are not applied when executing commands over remote SSH?

Since a **non-interactive and non-login** connection is used when connecting to remote SSH with a build machine, it cannot reference environment variables from configuration files such as `/etc/profile` and `~/.bashrc` on the remote machine. You can refer to the following example: use the `export` command to set the variables again and chain commands with the `&&` symbol.

```
export PATH=/opt/jdk1.8.0_281/bin:$PATH && java -version
```

# Related to Continuous Deployment

Last updated: 2024-09-05 17:19:08

## What types of artifacts does continuous deployment support?

Continuous deployment supports Docker images, Generic files, and WAR packages.

## What types of clusters does continuous deployment support?

Continuous deployment supports CVM (Linux OS), TKE, and SCF clusters.

## How can I protect sensitive information when configuring continuous deployment processes?

For confidential information such as Token, SSH Private Key, Kubernetes Certificate, you can navigate to **Project Settings > Developer Options > Credential Management** in any project on the CODING DevOps web page. Enter the **Credential Management** page to set it up and define which continuous deployment release procedures can use it.

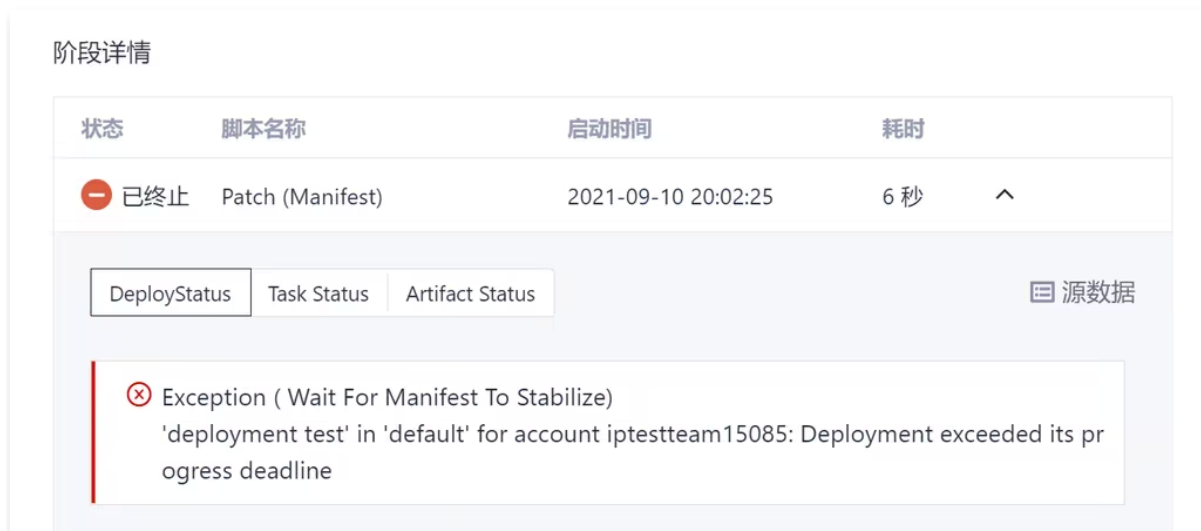
## How do I release source code?

Many common dynamic programming languages involve no compilation and build processes. You can configure Git repository in the application's artifact settings to specify the file path and release the source code.

## Common Error Codes

### Deployment exceeded its progress deadline

Below is the error screenshot:



The screenshot shows a deployment stage detail page. At the top, it says '阶段详情'. Below that is a table with columns: '状态', '脚本名称', '启动时间', and '耗时'. The first row shows a red minus icon, '已终止', 'Patch (Manifest)', '2021-09-10 20:02:25', and '6 秒'. Below the table are three tabs: 'DeployStatus', 'Task Status', and 'Artifact Status'. To the right is a link '源数据'. A red error message box contains the text: 'Exception ( Wait For Manifest To Stabilize) 'deployment test' in 'default' for account iptestteam15085: Deployment exceeded its progress deadline'.

状态	脚本名称	启动时间	耗时
已终止	Patch (Manifest)	2021-09-10 20:02:25	6 秒

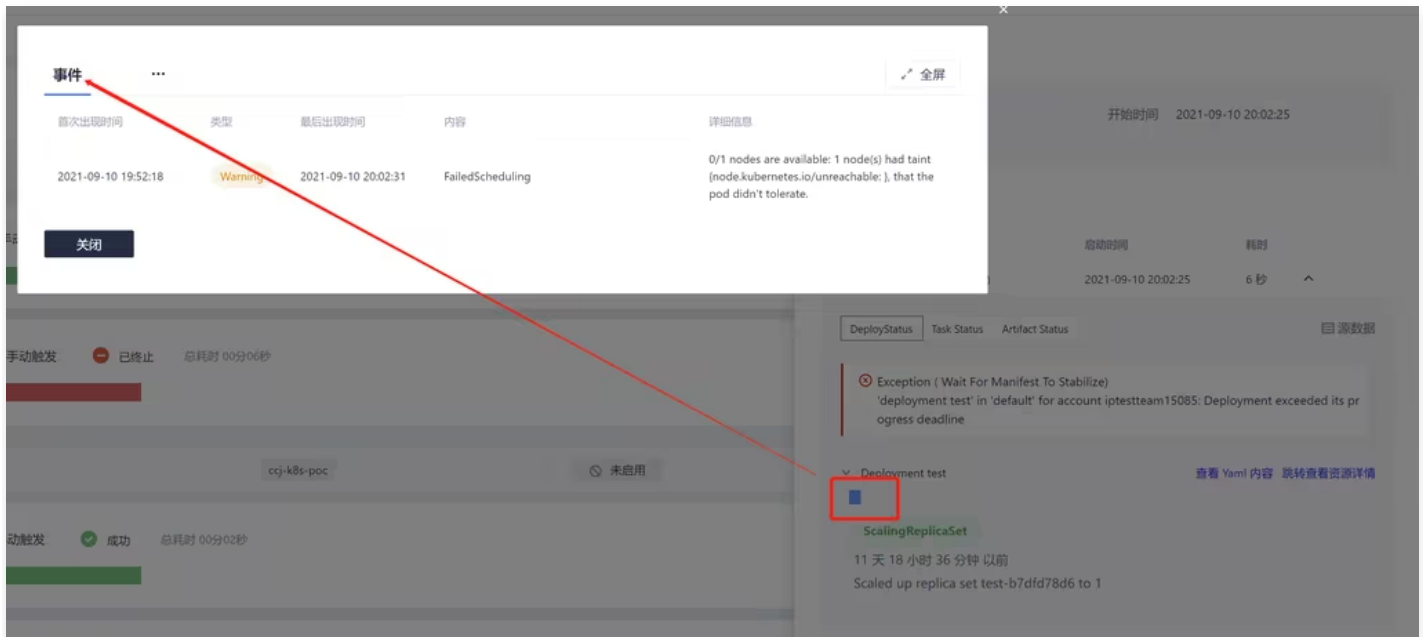
DeployStatus Task Status Artifact Status 源数据

Exception ( Wait For Manifest To Stabilize)  
'deployment test' in 'default' for account iptestteam15085: Deployment exceeded its progress deadline

This error is caused by the pod of the deployment not running successfully. You can view the pod event details in the following ways to troubleshoot based on the pod events.

### Option 1:

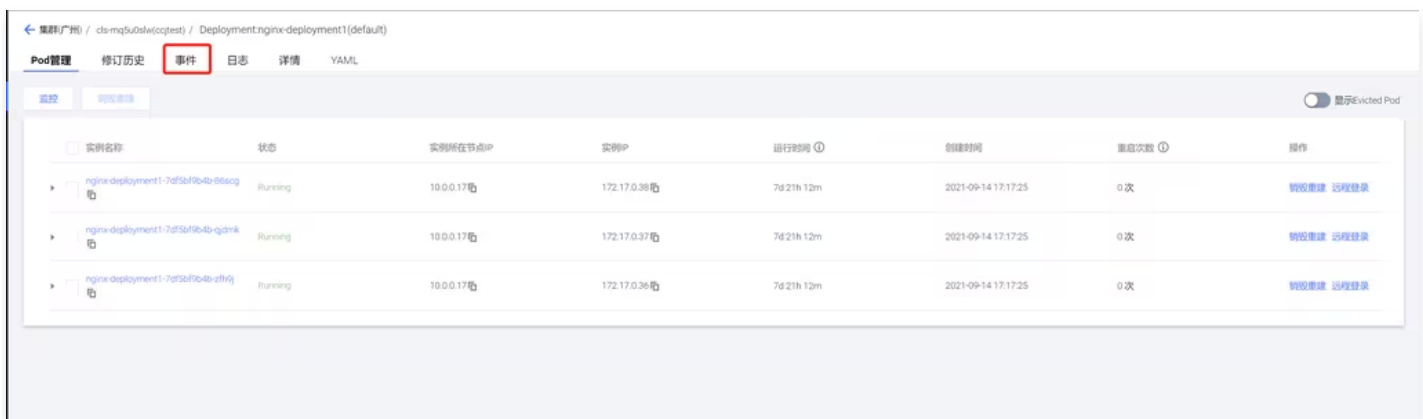
Click **Block** on the product page to view events.



### Option 2:

Go to your cluster to query pod events.

For example, view the pod events on the TKE interface:



Use the command line to query pod events:

```
kubectl describe pod [pod name] -n [pod location]
```

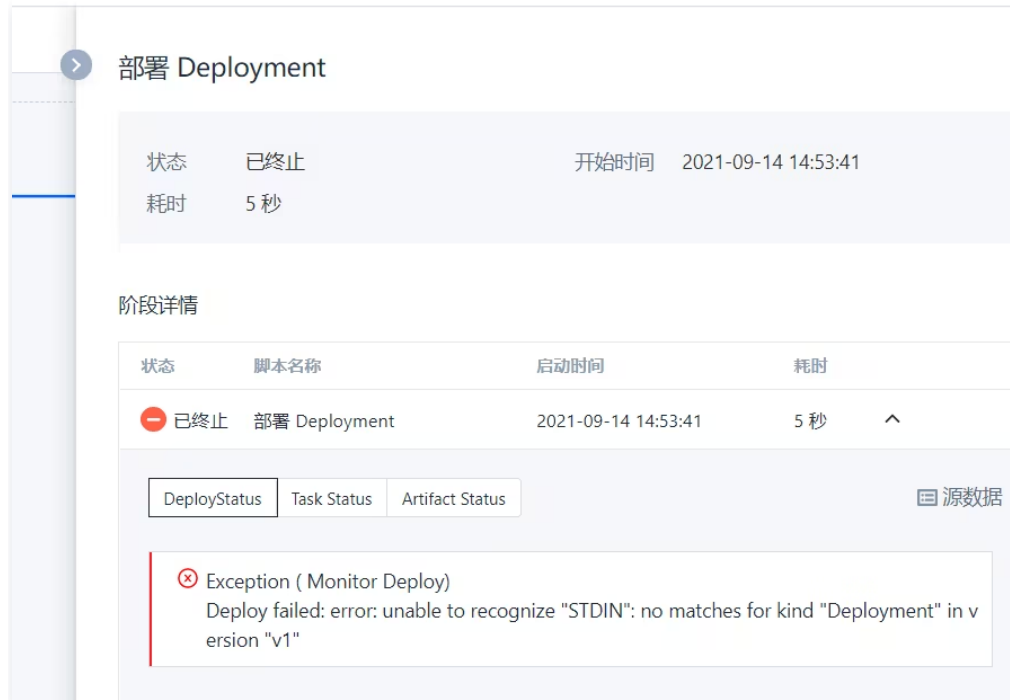
```
kubectl describe pod nginxtest -n test
```

## Failed to pull image xxxxxx

This is because the YAML file configures pulling the CODING docker image but doesn't include the credentials for the CODING docker repository. You need to add related imagePullSecrets in the YAML file.

To resolve this issue, you need to add the CODING log in credentials to the secret of your Kubernetes cluster. Please refer to [How to Pull Images from a Private Repository When Deploying Kubernetes Resources?](#).

## Deploy failed: error: unable to recognize "STDIN"



部署 Deployment

状态	已终止	开始时间	2021-09-14 14:53:41
耗时	5 秒		

阶段详情

状态	脚本名称	启动时间	耗时
已终止	部署 Deployment	2021-09-14 14:53:41	5 秒

DeployStatus Task Status Artifact Status 源数据

Exception ( Monitor Deploy)  
Deploy failed: error: unable to recognize "STDIN": no matches for kind "Deployment" in version "v1"

The common cause for this error is the YAML file format issue. It is recommended to validate the YAML file in a local cluster to ensure it works correctly before copying it to CODING for use.

## ConfigMap/Secret

### Issue Details:

After deployment, a new `ConfigMap/Secret` parameter `v00x` version number was added.

### Solution:

Add the command `strategy.spinnaker.io/versioned: false` to the `configmap/secret` annotations parameter.

# Artifact Management

Last updated: 2024-11-01 15:36:22

## Where can I find the Maven settings.xml configuration file?

When creating a Maven artifact, you must configure your settings file. This file is usually stored in the locations below. Files in different locations have different scopes and priorities. You can use the following locations as needed:

1. Global configuration: `${M2_HOME}/conf/settings.xml` .

If you do not remember the Maven installation directory `${M2_HOME}` , you can run `echo ${M2_HOME}` or `mvn -version` in the terminal to see the Maven home path.

2. User configuration: `${user.home}/.m2/settings.xml`

You can use the `echo` environment variable to find this file directory. Sometimes, this directory does not contain a `settings.xml` file. In this case, copy the global `settings.xml` file to this directory and modify it.

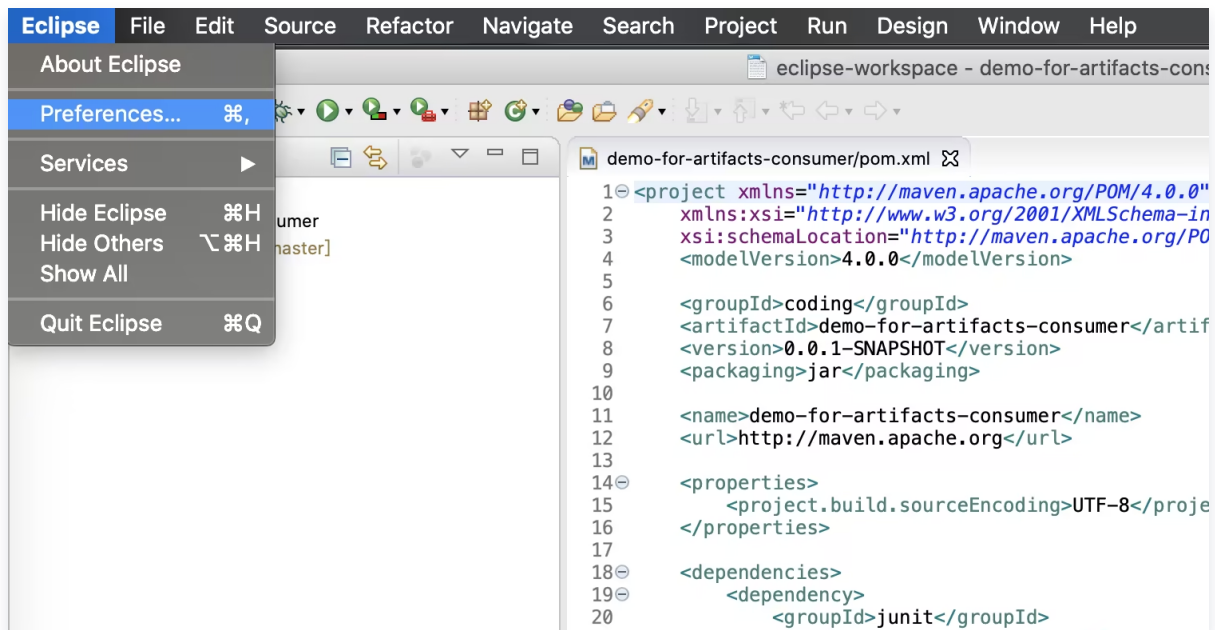
3. `settings.xml` under a specified path.

```
mvn deploy --settings settings.xml
```

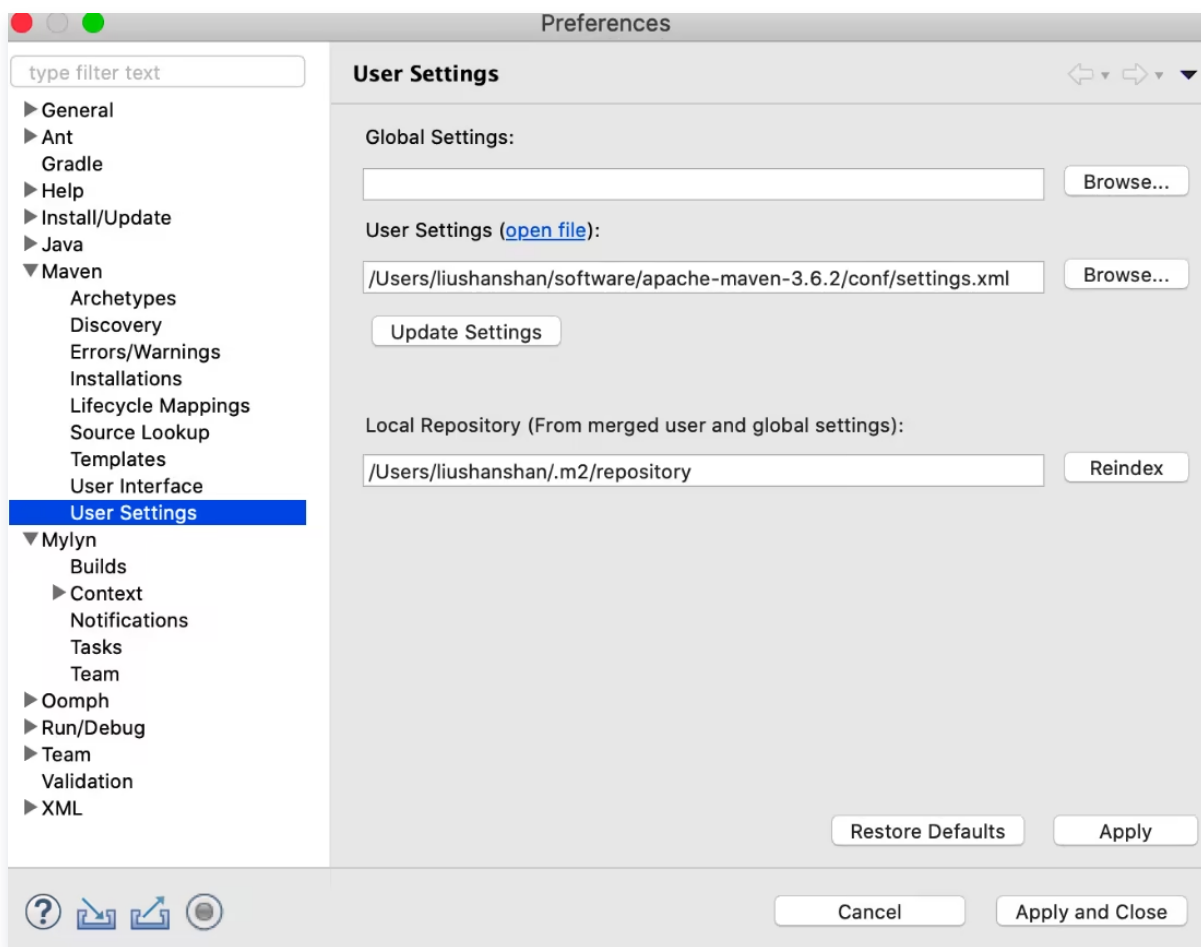
4. For the `mvn` command, the priorities of `settings.xml` files are: Specified path > User configuration > Global configuration.
5. In addition to the `mvn` command, how do I modify the `settings.xml` file in IDEs such as Eclipse?

We will use Eclipse as an example (for other IDEs, you can search for the references online):

- 5.1 Click Preferences to enter the preferences settings.



5.2 Go to **Maven > User Settings** to view your configuration file path and modify the configuration file.



**Is the specified environment variable not effective during packaging?**

When packaging Maven artifacts, you specified an environment variable, such as specifying `Ptest`, but the upload to the artifact repository is still in the default Dev environment. To resolve this issue, make sure to use the `-P` parameter when pushing to the CODING Maven artifact repository using the `mvn deploy` command.

```
dev配置文件: 编译: mvn clean package -DskipTests -Pdev -s settings.xml deploy到CODING
maven制品库 mvn deploy -DskipTests -Pdev -s settings.xml

test配置文件: 编译: mvn clean package -DskipTests -Ptest -s settings.xml deploy到CODING
maven制品库 mvn deploy -DskipTests -Ptest -s settings.xml

prod配置文件: 编译: mvn clean package -DskipTests -Pprod -s settings.xml deploy到CODING
maven制品库 mvn deploy -DskipTests -Pdev -s settings.xml
```

## How can I specify npm @scope to a CODING private artifact repository?

1. You can configure `.npmrc` to specify the @scope registry.

For example: For an npm package with the following location information:

- Enterprise: my-team
- Project: my-project
- Artifact repository: my-npm-repo
- Name: @my-scope/my-pkg

You can configure `.npmrc` to point `@my-scope/my-pkg` in `package.json` to this URL:

```
@my-scope:registry=https://my-team-npm.pkg.coding.net/my-project/my-
npm-repo/
```

2. Set the npm package registry to the CODING Private Artifact Repository.

Click **Generate configuration from access token** on the npm repository guide page to generate `.npmrc`.

Be sure to save the generated configuration:

```
registry=https://my-team-npm.pkg.coding.net/my-project/my-npm-repo/
always-auth=true
```

```
//my-team-npm.pkg.coding.net/my-project/my-npm-repo/:email=xxxxx
```

Since CODING's npm repositories support proxy features, you can also set the npm registry to the CODING Private Artifact Repository to pull public artifacts.

For how to use npm repositories in CODING-CI, see [<Continuous Integration – Build npm Artifacts>](#).

## How to manage third-party dependency packages?

During the development process, code may rely on libraries and third-party dependencies for compilation. You can use [artifact scanning](#) to check the security of these third-party dependencies. Additionally, you can establish a trusted software source internally to ensure third-party dependencies are uniformly managed.

## How to migrate a third-party artifact repository to CODING?

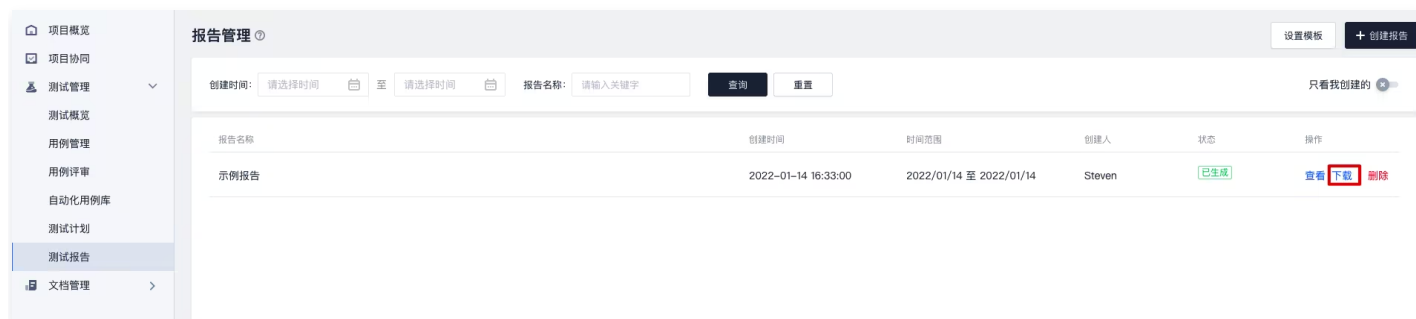
You can use [Open API](#) interface calls in scripts to migrate artifact repositories in bulk.

# Related to Test Management

Last updated: 2024-11-01 16:05:30

## Does the test report support export or download?

Test reports can be downloaded in PDF format. After generating the test report, click **Download** and wait for the report to finish downloading.



## What should I do if the test steps do not match when importing test cases?

**Problem Description:** When importing test cases using an Excel file, it was found that the number of steps in the test cases did not match.

**Solution:** The issue occurs because extra blank newline characters were added in the test steps within the Excel sheet, leading to the inclusion of unexpected steps when recognizing individual test cases. You can check the test cases with errors and delete the extra newline characters in the Excel sheet.

## Does the automated testing triggered continuous integration task consume team resources?

The automated continuous integration tasks triggered by the system do not consume the team's build minutes.

# Performance Insight Related

Last updated: 2026-04-03 17:28:38

## Why does the R&D team need Performance Insight?

Before using Performance Insight, R&D teams often faced the issue of scattered R&D data, leading to incomplete or inaccurate data affecting R&D investment decisions. Additionally, there was a lack of talent within the team with data analysis skills, resulting in an awareness of metrics but no way to start.

Performance Insight can help R&D teams improve business processes and increase production efficiency. It provides Template View, Template Chart, Chart Data Drill-down features, which help R&D teams identify business bottlenecks and find inefficient segments; gain insights into business processes and resource usage, avoid resource waste and unreasonable allocation; track Key Business Indicators to timely identify problems and opportunities and make corresponding adjustments and optimizations.

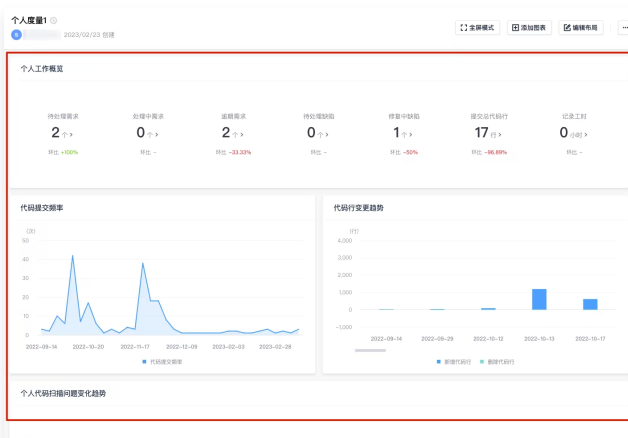
## What are the scenarios for Performance Insight?

Performance Insight has the following scenarios:

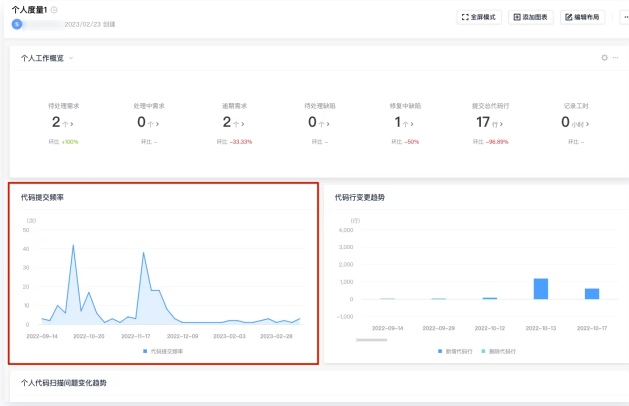
- **R&D Process Review Scenario:** View project progress at any time.
- **Post-project Review Scenario:** Summary and review after the project lifecycle ends.
- **Team Performance Goal Setting Scenario:** Scientifically set team performance goal reports before the project begins, so that subsequent work indicators have reference and guidance.
- **Digital Operation Analysis Scenario:** Performance Insight can be widely used for work analysis, project review, and other work scenarios requiring statistical analysis.

## What is the difference between a View and a Chart?

A View is like a dashboard that displays multiple charts in a concentrated manner.

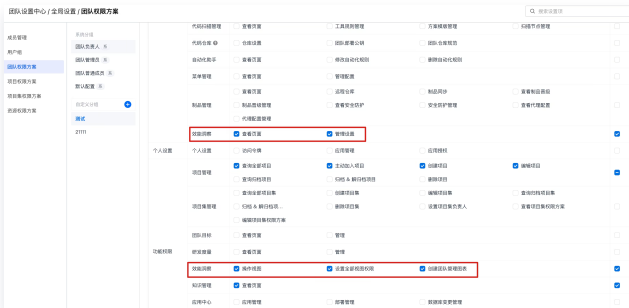


A Chart is an individual statistical window used to display data within a specific statistical project.



## What should I do if I cannot see Performance Insight on the homepage?

This may be because the current team members do not have access privileges for Performance Insight. Please contact the Team Administrator and refer to the [Permission Configuration](#) documentation to add team members to the user group with "View Page" privileges for Performance Insight.



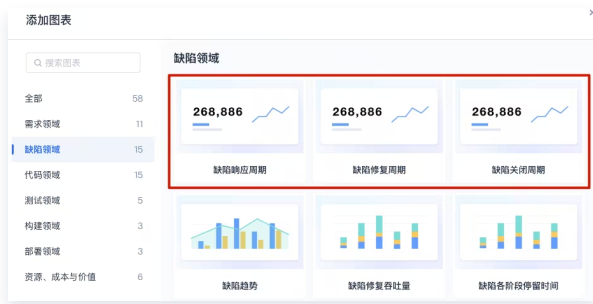
## How to add a Cycle Indicator Scheme?

Only the following six types of charts support adding indicator schemes:

- Requirement Domain: Requirement Development Cycle, Requirement Testing Cycle, Requirement Delivery Cycle.



- Defect Domain: Defect Response Cycle, Defect Fixing Cycle, Defect Closure Cycle.



In the top right corner of the View Template page, click **Add**. After adding a chart, use one of the above chart types, select the project scope, and then click **View Scheme**.

取消 完成编辑

图表设置 预览设置

选择图表类型

数据设置 样式设置

\* 数据范围设置

项目 + 添加

查看方案

查询设置

\* 指标

需求测试周期

筛选设置

筛选条件 + 添加

× 系统事项类型 属于 需求

× 需求测试周期 不为空

时间范围筛选 + 添加

× 创建时间: 2022-11-02 00:00:...

环比和趋势设置

\* 对比时间维度

创建时间

导出数据

You can use it after specifying the scheme's statistical scope and configuring the parameters.

### 修改方案

你可前往「团队设置中心-功能设置-周期指标方案设置」批量设置项目周期指标

\* 方案名称  
测试方案

方案描述  
请输入方案描述，不超过 100 个字符

\* 应用项目

\* 周期指标设置

需求周期 事项类型: 任务

周期设置	开始阶段	结束阶段
需求交付周期	未开始	已完成
需求开发周期	未开始	处理中
需求测试周期	未开始	处理中

缺陷周期 事项类型: 缺陷

周期设置	开始阶段	结束阶段
缺陷关闭周期	待处理	已关闭
缺陷响应周期	处理中	待验证

保存 取消