Scriptler Plugin

Plugin Information
View Scriptler on the plugin site for more information.

ⓘ Older versions of this plugin may not be safe to use. Please review the following warnings before using an older version:

- Persistent cross-site scripting vulnerability
- Cross-site request forgery vulnerabilities in Scriptler script management
- Any user can add Scriptler scripts to build configurations
- Arbitrary code execution vulnerability in rare circumstances
- Any Scriptler script can be executed as part of builds

Scriptler allows you to store/edit groovy scripts and execute it on any of the slaves/nodes... no need to copy/paste groovy code anymore.

Besides administering your scripts, Scriptler also provides a way to share scripts between users via hosted script catalogs on the internet.
On GitHub at https://github.com/jenkinsci/jenkins-scripts/tree/master/scriptler you are not only able to find scripts and import it via scriptler in to your Jenkins instance, but can also share your own scripts. Just send a pull request to https://github.com/jenkinsci/jenkins-scripts/ and your scripts will be available for everyone else too.

Description

This plugin takes the idea of the script console one step further and allows you to ease your daily work with the Jenkins script console.

- save/edit groovy scripts
- select the node to execute the script on
- download scripts from a shared catalog
- scripts repo is exposed via git, push/pull scripts into scriptler

Scriptler adds a new link to the manage Jenkins page:

Manage Nodes
Add, remove, control and monitor the various nodes that Hudson runs jobs on.

Scriptler
Store/edit/run scripts on any of the slaves or the master.

Prepare for Shutdown
Stops executing new builds, so that the system can be eventually shut down safely.

From within the Scriptlers view, you can create ("Add a new Script") or import scripts via the "Remote script catalog".

Scriptler

What do you want to do? You're able to run, edit, delete or create new scripts from here. If you select a script to be execu

The scripts are saved at:

/Users/domi/work/ws/jenkins_plugins/scriptler-plugin/./work/scriptler/scripts

Bulk_Delete_Builds.gh.groovy		Origin info: bulkDeleteBuilds.groovy , im
For a given job and a given range of possible build numbers, delete those builds.		
Clear_build_queue.gh.groovy		Origin info: clearBuildQueue.groovy , im
If you accidently trigger a lot of unneeded builds, it is useful to be able to **cancel** them all		
Purge_Old_Builds.gh.groovy		Origin info: purgeOldBuilds.groovy , imp
Runs the log rotator for each job, purging old builds if needed.		
welcome.groovy		
say hello		

Catalogs

Import a script from a public catalog:

Edit

The editor is syntax highlighted and allows you to define parameters which have to be passed to the script...

Once you have created/imported some scripts, you run it right from the same screen, just click on the little terminal icon on the scripts list.

You'll get forwarded to a page where you can select the node the script should run on and can can even modify the script just before execution. These modifications will not touch the saved version of the script and are only active for you and only as long till you change to another script.

After execution, the output of the command will appear in the below part of the screen.

Builder

Since version 2.2, Scriptler also provides a builder, with this support one is able to integrate its admins scripts in any job. The dropdown will provide all scripts which have been marked to be allowed with 'RunScript' permission.

To be able to configure a Scriptler Builder, the user has to be administrator or have 'RunScript' permission! All changes made by a user not having these permissions will get lost. The 'Value' also supports parameter expansion and expansion by the Token Macro Plugin .

Settings

You are able to configure whether you want to allow users which have only the "RunScripts" permission to execute scripts (every script has to be allowed separately). In addition you can also configure if these users should be able to change a script (which would be a security issue).

Git

Scriptler exposes its scripts via git. Browse to `JENKINS_URL/scriptler.git` on your installation to get more info about how to access the repo via git.

This allows an administrator to push/pull scripts from its workstation/IDE into Scriptler. If such a script is pushed the first time into scriptler, then it will parse the optional header info like this:

optional script header

```
/*** BEGIN META {
  "name" : "Clear build queue",
  "comment" : "If you accidently trigger a lot of unneeded builds, it is useful to be able to <b>cancel</b>
them all",
  "parameters" : [],
  "core": "1.300",
  "authors" : [
    { name : "Niels Harremoes" }
  ]
} END META**/
println("hello world")
```

TokenMacro Support

Scriptler supports the Token Macro Plugin in two ways

1. as a consumer, scriptler accepts tokens in the passed arguments (only if the script is executed as a buildstep)
2. as a producer, scriptler exposes all scripts marked as non admin scripts via a macro:
   - the value returned by the script is the value returned by the TokenMacro, it is NOT enough to write something to the console/log
   - scriptler exposes the current '*build*' to the script executed (since 1.7)

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macro

```
${SCRIPTLER, scriptId="superscript.groovy"}
```

---

superscript.groovy

```
def d = new Date()
return "TODAY is: ${d.toString()} - build number is: ${build.number}"
```

REST

since version 1.7, one can also run a script using GET or POST to the URL */scriptler/run/<your-script-id>* with the optional parameters node, script (alternative script text), contentType, and the parameters defined for your stored script.

e.g.

http://myserver/jenkins/scriptler/run/*<yourScriptId>?param1=value1*

Version History

3.0-alpha (Oct. 10, 2018)

This release is available via the experimental update center: https://jenkins.io/doc/developer/publishing/releasing-experimental-updates/

- [JENKINS-44242](#) Persistent cross-site scripting
- [JENKINS-44243](#)Script management vulnerable to Cross-Site Request Forgery attacks
- [JENKINS-44245](#) Scriptler Plugin allows any Scriptler script to be executed as build step

2.9 (Oct. 28, 2015)

- [JENKINS-29332](#) disabled scritplerweb script catalog
- fix NPE when uploading a script [PR #22](#)

2.7 (Feb 22, 2014)

- fixed [JENKINS-19988](#) Changes to script parameters in Run Script window affect permanent definitions
- integrated [PR #17](#) Pass current build to SCRIPTLER token macro (thanks to Andreas Gudian)
- integrated [PR #16](#) Add simple size-limited cache to avoid parsing of unchanged scripts (thanks to Andreas Gudian)
- integrated [PR #15](#) [JENKINS-14964](#) Allow running scripts using the REST API (thanks to Andreas Gudian)

2.6.1 (May 19, 2013)

- Implement [JENKINS-17708](#) Expose scriptler scripts via token macro token

2.6 (May 5, 2013)

- fix [JENKINS-16047](#) Scriptler plugin does not show Error/Exceptions anymore
- fix [JENKINS-17259](#) don't fail if parameters can't be expanded
- integrate [pull request #13](#) Expose build, launcher, listener to groovy scripts when run on the master node
- fix some image/icon references

2.5.1 (Nov 20, 2012)

- fix dependency to git-server plugin - this is a mandatory depedendency now

2.5 (Nov 7, 2012)

- implement [JENKINS-15276](#) Store Groovy Scripts into a local VCS
- implement [JENKINS-13468](#) Would like to create/use a central "catalog" . . .

- Scriptler now understands the format for shared scripts also when first time pushed via git into Scriptler (Format description: https://github.com /jenkinsci/jenkins-scripts/tree/master/scriptler#scriptler-scripts)
- now depends on the Git Server Plugin

2.4.1 (Okt 11, 2012)

- fix issue when Jenkins is running with a different root context - details of scripts could not be opened

2.4 (Aug 31, 2012)

- Pull #6 Enable shortcut key
- Pull #9 Fix serialization issue and NPE

2.3 (June 24, 2012)

- Pull #8 / JENKINS-13979 allow build step to fail build by using boolean return values
- allow to propagate job parameters into builder execution

2.2.1 (April 27, 2012)

- JENKINS-13518 Wrong JSON syntax

2.2 (Mar. 9, 2012)

- add a builder, to enable scheduling of scripts
- add Japanese localization (thanks to ikikko!)
- fix JENKINS-10839 support HTML output

2.1 (Feb. 21, 2012)

- fix JENKINS-12748 - Scriptler remote catalog breaks when script name contains certain characters
- fix JENKINS-12750 - Scriptler 2.0 breaks cc.xml-View for Anonymous User

2.0 (Jan. 29, 2012)

- integrate pull #2: allow users with permission "RunScripts" to run scripts in scriptler (thanks to lvotypko)
- integrate pull #5: add 'all' and 'all slaves' to the options where to run the script (thanks to eciramella)
- intergate pull #1: ensure links open in new windows (thanks to bap2000)
- enable script sharing with github: https://github.com/jenkinsci/jenkins-scripts (2. catalog)
- enable passing parameters to scripts
- make it configurable whether users with "RunScript" permission can change a script before execution

1.5 (April 16, 2011)

- fix JENKINS-9302 - allow to disable remote script download functionality
- fix JENKINS-9130 - Add a dynamic parser to colorize and indent groovy textareas

1.4 (Okt 11, 2010)

- enable script sharing with http://scriptlerweb.appspot.com

1.2 (Sep 15, 2010)

- fix JENKINS-7424

1.0

- Inital (with suport for a static catalog)

Help and Support

type	key	summary

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For Help and support please use the Jenkins Users mailing list.

The comment list below is not monitored.