

Just a quick announcement: If somebody uses Github to store their assets for the Godot asset library, I created a Github actions to push new release to there. It depends on the Asset library REST API.

Check it out:



deep-entertainment

/

godot-asset-lib-action

A github action to manage assets on the Godot asset lib

Godot asset lib action

This github action manages assets in the **Godot asset library**.

Inputs

action

Required The action to carry out. Currently, these actions are provided:

- addEdit: Add an asset edit. Requires the assetId input. Expects that you have created the asset previously with all the basic information.

Default: addEdit

username

Required The username for the asset library

password

Required The password for the asset library. It's recommended to use a secret.

assetId

Required The id of the asset in the asset store

assetTemplate

Required A handlebars template file that will be provided with the webhook context of the action. See the webhook reference file for details.

The resulting file should fit the Asset model. See [the asset library rest api documentation](#) for details.

The token will be injected by the action.

Default: .asset-template.json.hb

`baseUrl`

Required Base URL for the godot asset lib.

Default: <https://godotengine.org/asset-library/api>

Outputs

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[View on GitHub](#)

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