

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

...

[View on GitHub](#)

*Originally published to **dev.to***