

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**

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## **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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