Redmine - Feature #11993

Reload plugin assets on every request in development mode

2012-09-29 12:24 - John Yani

Status:	Closed		**Start date:**	
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:	Plugin API		**Estimated time:**	0.00 hour
Target version:				
Resolution:	Duplicate			

Description
I develop a plugin that requires Ajax. I've put my scripts to plugin/assets folder. It's very inconvenient to develop a plugin since I have to reload redmine each time I change my scripts. It would be great to reload plugin assets on each request.

Related issues:	
Is duplicate of Redmine - Patch #31457: Add support for reloading plugin asse...	**Closed**

History

#1 - 2012-09-29 19:04 - Jean-Philippe Lang

As a workaround, you can call Redmine::Plugin.mirror_assets(:your_plugin) from your plugin on each request when running in development environment.

#2 - 2012-09-30 12:25 - Jean-Baptiste Barth

Other idea as a workaround, you can symlink public/plugin_assets/<your plugin> to plugins/<your plugin>/assets if you're on Linux, any *nix or MacOS.. I don't know if there's something similar on Windows.

#3 - 2013-09-01 10:17 - Jongwook Choi

We need this.

#4 - 2020-03-05 05:12 - Go MAEDA

- Category set to Plugin API

- Status changed from New to Closed

- Resolution set to Duplicate

The feature has been implemented in Redmine 4.1.0 ([#31457](#31457)).

#5 - 2020-03-05 05:12 - Go MAEDA

- Is duplicate of Patch #31457: Add support for reloading plugin assets automatically in development mode added