

Redmine - Defect #15320

Changing Child's Parent Ticket Field To Parent's Parent fails.

2013-11-11 16:53 - William Roush

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Issues	Estimated time:	0.00 hour
Target version:		Affected version:	
Resolution:	Duplicate		
Description			
Example: <ul style="list-style-type: none">• 1000<ul style="list-style-type: none">◦ 1001<ul style="list-style-type: none">▪ 1002			
Changing 1002's parent from 1001 -> 1000 results in an error.			
Related issues:			
Related to Redmine - Defect #15811: Changing Ticket's Project In Parent/Child...		New	
Is duplicate of Redmine - Defect #13654: Can't set parent issue when issue re...		Closed	

History

#1 - 2013-11-11 16:53 - William Roush

It's a generic "this is an invalid parent ID" changing it to "" then "1000" works fine though.

#2 - 2013-11-14 06:11 - Toru Haraguchi

+1

We have same issue.

Working around by once detaching the child as an independent one.

#3 - 2013-12-01 07:37 - Toshi MARUYAMA

- Category set to Issues

#4 - 2014-01-07 05:08 - Toshi MARUYAMA

- Related to Defect #15811: Changing Ticket's Project In Parent/Child Relationship Fails added

#5 - 2014-05-05 20:14 - @ go2null

Using Redmine v2.5.1.

In app/models/issue.rb, there is the following bit of code.

```
    elsif (@parent_issue != parent) && (all_dependent_issues.include?(@parent_issue) || @parent_issue.
all_dependent_issues.include?(self))
      #go2null:errors.add :parent_issue_id, :invalid
      errors.add :parent_issue_id, " - bad depends"
    elsif !new_record?
      # moving an existing issue
      if @parent_issue.root_id != root_id
        # we can always move to another tree
        elsif move_possible?(@parent_issue)
          # move accepted inside tree
        else
          errors.add :parent_issue_id, :invalid
        end
      end
    end
```

It appears that the *move accepted inside tree* will never be invoked because `(all_dependent_issues.include?(@parent_issue) || parent_issue.all_dependent_issues.include?(self))` will always be true.

In fact, both `all_dependent_issues.include?(@parent_issue)` and `parent_issue.all_dependent_issues.include?(self)` will always be true when moving a grandchild to a grandparent, or vice versa.

Or am I reading this wrong?

#6 - 2014-05-06 20:32 - @ go2null

The `elsif` was added in [r11641](#) to fix [#8794](#) *Circular loop when using relations and subtasks*.

Based on this, it seems that [#13654](#) (*Can't set parent issue when issue relations among child issues are present*) may also be related.

#7 - 2014-05-06 20:49 - @ go2null

It seems that the previous code ([r3573](#)), before [r11641](#), which implemented subtasking ([#443](#)), allowed moving grandchild (descendents) around the tree. (# move accepted inside tree).

#8 - 2014-06-02 06:05 - Toshi MARUYAMA

- Related to Defect [#13654](#): *Can't set parent issue when issue relations among child issues are present added*

#9 - 2015-08-11 20:23 - Christian Ferbar

- File `issue_parent.patch` added

This patch prints the reason why the parent issue is bad. For example if you have the issues

```
new_parent
issue, parent: new_parent
editing_issue, subtasks: issue
```

if you set the parent of `editing_issue` to `new_parent` it will print that `issue` is already a child of `new_parent`. On the other hand it will print that a loop would be generated if so.

could you add my patch pls ... or something more advanced with translation...

Anybody knows why there is a check for `@parent_issue.all_dependent_issues.include?(self)`? This won't produce a loop.

#10 - 2016-01-17 02:15 - Go MAEDA

- Resolution set to *Duplicate*

Fixed by [#13654](#). We can complete the described operation since [r15056](#).

#11 - 2016-01-17 02:16 - Go MAEDA

- Status changed from *New* to *Closed*

#12 - 2016-01-17 02:16 - Go MAEDA

- Related to deleted (*Defect [#13654](#): Can't set parent issue when issue relations among child issues are present*)

#13 - 2016-01-17 02:16 - Go MAEDA

- Is duplicate of Defect [#13654](#): *Can't set parent issue when issue relations among child issues are present added*

Files

<code>issue_parent.patch</code>	1.16 KB	2015-08-11	Christian Ferbar
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