

Redmine - Feature #18643

Reload server after plugin changed in development mode.

2014-12-15 15:11 - Alexander Kholodniak

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

Description

Hi all! After every plugin change need to restart the server (development mode). How to fix it? I use ActionDispatch and require_dependency method in my init file. But after all my changes I have:

TypeError (superclass mismatch for class MenuItem):

```
lib/redmine/menu_manager.rb:389:in `<module:MenuManagers>'
```

```
lib/redmine/menu_manager.rb:19:in `<module:Redmine>'
```

```
lib/redmine/menu_manager.rb:18:in `<top (required)>'
```

Please, help me, i don't know how fox it :(

History

#1 - 2015-01-10 18:29 - Toshi MARUYAMA

- Tracker changed from Patch to Feature

#2 - 2024-01-29 01:02 - Go MAEDA

- Status changed from New to Closed

- Resolution set to Invalid

Please use [forums](#) for asking questions. The Issues page is for reporting bugs, suggesting new features, or submitting patches. It may be helpful for you to read the [How to request help](#).

Files

init.rb	946 Bytes	2014-12-15	Alexander Kholodniak
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