Redmine - Defect #24

SVN Repository attributes aren't saved if modified after creation

2007-03-20 23:15 - Antonio Salazar

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version	:		
Resolution:		Affected version:	
Description			
	the SVN repository path after one ha if this bit in projects_controller.rb:	as created and set it already, the path	h is not updated. This seems
if params[:r	epository_enabled]		
	<pre>params[:repository_enable "o"</pre>	d]	
-	n "0" project.repository = nil		
when	. "1"		
	oject.repository = Repos		
end (ا	project.repository.attribut	es = params[:repository]	
end			
@pr	epository_enabled] && para coject.repository = Reposit coject.repository.attribute	-	"1"
Which would ge	nerate a new Repository every time	a modification was made. It seems I	ike a better solution would be:
if params[:r	epository_enabled]		
	<pre>params[:repository_enable "o"</pre>	d]	
	n "O" project.repository = nil		
	"1"		
	coject.repository = Repos		
	project.repository.update_a	ttributes params[:repositor	y] # use update_attributes
0r end end			
end			
end end		t would also fail due to the validate_ not a new Repository, it would upda	
end end If the update we the Project mod		not a new Repository, it would upda	
end end If the update we the Project mod only generate a	el. Otherwise, whether it was or was	not a new Repository, it would upda	

History

#1 - 2007-03-21 14:30 - Jean-Philippe Lang

As you it's fixed in the repository.

This code is what there is in trunk, but for the ADD action (that means called when you CREATE a project, so a new repository has to be created):

if params[:repository_enabled] && params[:repository_enabled] == "1" @project.repository = Repository.new @project.repository.attributes = params[:repository] end The last code you "propose" is exactly what there is in the trunk but in the EDIT method of the projects controller.

#2 - 2007-03-21 14:32 - Antonio Salazar

There's me not paying enough attention to the code late at night :-) Sorry!