

Redmine - Patch #26439

Plugin load order defined by plugin checks

2017-07-14 15:36 - Tiago Gonçalves

Status:	New	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Plugin API	Estimated time:	0.00 hour
Target version:			
<div>Description</div> <p>This patch allows for a plugin to delay loading until a set of requirements is met. This could be because I need for other plugin to be loaded first.</p> <p>The ideia is to to have each plugin check at the top of init.rb for it's requirements and if they are not met to raise Redmine::Plugin::PluginDeferLoadError. This will signal the plugin load logic to try loading this plugin later.</p> <p>The algorithm prevents infinite looping (by direct or indirect circular dependencies) by loading plugins by iterations. In each iteration amount of plugins to load must be lower.</p> <p>The most common check made by plugins can be simplified by using at the top of the init.rb this line:</p> <pre>Redmine::Plugin.requires_plugin('redmine_plugin_name')</pre> <p>Regards</p>			
<div>Related issues:</div> <div>Related to Redmine - Feature #23131: Plugin load order defined by inter-plugi...<div>Reopened</div></div>			

History

#1 - 2017-07-14 15:40 - Tiago Gonçalves

Relates to:

- Defect [#6324](#)
- Feature [#23131](#)
- Patch [#24939](#)

#2 - 2017-07-17 14:17 - Go MAEDA

- Category set to Plugin API

#3 - 2017-07-17 14:17 - Go MAEDA

- Related to Feature #23131: Plugin load order defined by inter-plugin dependencies added

#4 - 2017-08-11 06:11 - Toshi MARUYAMA

- Description updated

#5 - 2018-12-19 14:40 - Vincent Robert

Hello Tiago
Is this patch compatible with Redmine 4?
I quickly tried it, but I got some errors.
Thank you

Files

redmine_plugin_load.patch	2.24 KB	2017-07-14	Tiago Gonçalves
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