

## Redmine - Feature #26908

### Add ability to have hooks inside application.js and application.css via asset pipeline

2017-09-12 22:20 - Aleksandar Pavic visit redminecookbook.com

<b>Status:</b> New	<b>Start date:</b>
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b> Plugin API	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	
<b>Resolution:</b>	
<b>Description</b>	
<p>I'm not sure if this is a good idea or not, and I'm not sure anyone except maybe JP Lang would know the best course of action.</p> <p>There are already some discussions about this topic</p> <p>Like: message#31117</p> <p>And there are already some efforts <a href="https://github.com/Tab10id/redmine_plugin_asset_pipeline">https://github.com/Tab10id/redmine_plugin_asset_pipeline</a></p> <p>Move existing application.js contents to some other file like base.js and include it via asset pipeline and enable plugins to add their own js to application.js as a manifest which would compile application.js later</p> <p>So eventually it would look like this</p> <pre>// This is a manifest file that'll be compiled into application.js, which will include all the files // listed below. // // Any JavaScript/Coffee file within this directory, lib/assets/javascripts, vendor/assets/javascripts, // or any plugin's vendor/assets/javascripts directory can be referenced here using a relative path. // // It's not advisable to add code directly here, but if you do, it'll appear at the bottom of the // compiled file. // // Read Sprockets README (https://github.com/rails/sprockets#sprockets-directives) for details // about supported directives. // //= require jquery //= require base //= require whatever from plugins...</pre>	

#### History

#1 - 2017-10-12 13:16 - Toshi MARUYAMA

- Description updated