

Redmine - Feature #270

project module configuration

2006-11-06 21:41 - Todd McGrath

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Resolution:			
Description How about the ability to add/remove modules on a per project basis? Example: projectA has Documents and News modules only, while projectB has all Modules (Issues, Reports, News, Change Log, Documents, Members, Files), while projectC has Issues, Reports and Change Log modules only, etc. etc. Why? 1) This could allow/promote the idea of developing custom modules in the community. You know, modules that are not necessarily a good match for every redMine deployment. Examples: integrate with existing calendar system Module or read/display from a series of RSS feeds Module, or Sugar CRM integration Module, etc., etc. 2) It will allow projects to be configured to simple or complicated functionality specifications as necessary --/-- Years ago, I wrote a project management system in Java where modules could be added/removed on a per project basis. I'm trying to learn Ruby now. Anyhow, I'm going to attach a snipped screenshot to offer a visual display of what I'm trying to describe. Thoughts?			

History

#1 - 2006-11-07 12:26 - Jean-Philippe Lang

It's a good idea. Il though about it one day but didn't had time to add this feature.
I think it should be added in a future release.

Regards

#2 - 2006-12-30 17:37 - Todd McGrath

I have a potential solution in place for this feature request. See Bug 7501.

#3 - 2007-02-28 14:27 - Jason Huebel

Love this idea. It offers the potential of making redMine even simpler for the user.

However, #1 above implies a module API with the example given. I hope that this isn't something that's currently planned, since it could potentially make redMine too complicated. Right now, it's easy to use and understand. redMine isn't a CMS/portal/framework.

#4 - 2007-09-14 07:48 - Jean-Philippe Lang

Project module configuration is possible as of [r725](#).

A project module (eg. issue tracking, news, wiki,...) is a set of permissions that can enabled/disabled at project level. For each project, modules can be enabled on the project settings view ('Modules' tab).
This requires a specific permission: 'Select project modules'

(if this permission is turned off, only Redmine administrators can choose which modules a project uses).

Files

project-modules.gif	7.62 KB	2008-02-03	Todd McGrath
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