

Redmine - Defect #4243

{{include}} macro mangles HTML entities in <pre> blocks

2009-11-19 03:42 - Chris Miller

Status:	Closed	Start date:	2009-11-19
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Wiki	Estimated time:	0.00 hour
Target version:		Affected version:	0.8.6
Resolution:	Cant reproduce		

Description

Use of the include macro garbles HTML entities (specifically < and > characters that I noticed).

Steps to repeat:

1) Create an wiki page (of awesomeness)

blah blah blah stuff about the page

```
<pre><code class="c">
FSLPoint p; FSLPoint o; o.x = 0; o.y = 0;
FSLPoint s; s.x = 7; s.y = 7;
for(p.x=0; p.x<8; ++p.x)
    for(p.y=0; p.y<8; ++p.y)
        board[FSLPointVectorize(&p, &o, &s)] = 0;
</code>
```

2) use the include macro to include that page from another page

```
{{include(mypage)}}
```

In the page that did the including, the < character shows up as ‹ but on the original page it shows up just fine.

First observed at [FSPoint_vectorizationGuide](#) and [FSPoint_vectorizeWithOrigin_size](#) as well as [FSLPoint_Vectorize](#).

I think the include macro is washing the page through the HTML entities engine one too many times, but I can't be sure.

History

#1 - 2009-12-08 15:43 - Oskar Nordquist

Does anyone have a fix for this? I'd really appreciate a quick and dirty hack that solves this problem.

#2 - 2010-04-01 15:08 - Mikhail Grinfeld

I have same issue:

I created template with

```
<pre>
<some xml>
</pre>
```

when I included it in other page, I found

```
&lt;some xml&gt;
```

I have redmine 0.9.2

#3 - 2010-07-15 20:08 - Alvaro Herrera

I have the same issue, though my problematic char of choice is & -- it gets escaped as &

#4 - 2011-12-19 13:35 - Etienne Massip

- *Resolution set to Cant reproduce*

Seems that it has been fixed, I can't reproduce?

#5 - 2011-12-20 05:22 - Mischa The Evil

Etienne Massip wrote:

Seems that it has been fixed, I can't reproduce?

Me neither...

#6 - 2011-12-20 08:56 - Etienne Massip

- *Status changed from New to Closed*