

## Redmine - Defect #5700

### TimelogController#destroy assumes success

2010-06-16 19:45 - Eric Davis

<b>Status:</b>	Closed	<b>Start date:</b>	2010-06-16
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Eric Davis	<b>% Done:</b>	100%
<b>Category:</b>	Code cleanup/refactoring	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	1.0.0 (RC)	<b>Affected version:</b>	
<b>Resolution:</b>	Fixed		
<b>Description</b>			
TimelogController#destroy assumes that deleting the TimeEntry always succeeds. It should check if @time_entry.destroy was successful and change the flash message based on that.			

#### Associated revisions

##### Revision 3805 - 2010-06-20 21:30 - Eric Davis

Handle unsuccessful destroys in TimelogController. #5700

Contributed by Jan

#### History

##### #1 - 2010-06-20 17:23 - Gregor Schmidt

The only way, this line could fail, is when you have lost the db connection. I'm not sure if we are able to handle that gracefully.

This is also reflected in the [implementation of destroy](#). The only thing that could bubble up is a general ActiveRecord error.

I think this is a 'won't fix'.

##### #2 - 2010-06-20 17:39 - Eric Davis

Gregor Schmidt wrote:

| *I think this is a 'won't fix'.*

I disagree, it's easy for plugins to add callbacks to Models like before\_delete. It's a UI inconsistency if Redmine is told to delete a record, it doesn't (for whatever reason), and the flash says it was deleted.

(Or alternatively) If Redmine itself ever did something in before\_delete then someone will have to remember to change the controller because of the hard coded 'success' message. (e.g. if Redmine adds a permission for "Allowed to delete time entries".)

##### #3 - 2010-06-20 20:05 - Jan from Planio [www.plan.io](http://www.plan.io)

patch coming in 5min

**#4 - 2010-06-20 20:27 - Jan from Planio [www.plan.io](http://www.plan.io)**

- *File 5700.diff added*
- *Assignee set to Eric Davis*
- *% Done changed from 0 to 90*

patch which introduces an error message. includes a test that simulates a failing before\_destroy callback.

please check and commit if you think it's okay.

**#5 - 2010-06-20 20:28 - Jan from Planio [www.plan.io](http://www.plan.io)**

(patch also adds check for successful flash message to the positive test)

**#6 - 2010-06-20 20:47 - Jan from Planio [www.plan.io](http://www.plan.io)**

- *File 5700.diff added*

as Eric points out, a failing callback will rather return false than raise an error, adapted the patch

**#7 - 2010-06-20 21:23 - Eric Davis**

- *Status changed from New to Closed*
- *Target version set to 1.0.0 (RC)*
- *% Done changed from 90 to 100*
- *Resolution set to Fixed*

Applied in r3805, thank you for the contribution.

**Files**

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5700.diff	3.35 KB	2010-06-20	Jan from Planio <a href="http://www.plan.io">www.plan.io</a>
5700.diff	3.37 KB	2010-06-20	Jan from Planio <a href="http://www.plan.io">www.plan.io</a>