

Redmine - Feature #11041

Add "how to add votes settings" into the plugin tutorial

2012-05-29 11:48 - Antoine Rodriguez

Status:	New	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Documentation	Estimated time:	0.00 hour
Target version:			
Resolution:			
Description			
<p>Hi,</p> <p>In order to complete the [[Plugin_tutorial]]</p> <p>It would be great to show how to add the settings in order to add new votes via the web interface in a per project basis.</p> <p>For the moment this is shown only via the ruby console.</p> <p>Best regards,</p>			

History

#1 - 2012-05-29 19:32 - Jean-Philippe Lang

Well, it's just standard Rails coding and not specific to Redmine plugins. Is it really worth?

#2 - 2012-05-30 08:33 - Antoine Rodriguez

It may be interesting if you show how to add and remove questions inside a project tab that is only shown to those who have the privilege to add/remove questions in that project.

(the only help found in this matter shows that we must overload redmine core files witch is not a pretty method due to the fact that it works only once per redmine)

#3 - 2012-05-30 20:22 - Jean-Philippe Lang

Antoine Rodriguez wrote:

the only help found in this matter shows that we must overload redmine core files witch is not a pretty method due to the fact that it works only once per redmine

I don't get that. Adding crud actions for managing polls to the PollsController already present in the tutorial does not require to overload anything, does it?

#4 - 2012-06-01 12:05 - Antoine Rodriguez

I think I'm not getting well then the structure of redmine (and ruby on rails) yet.

- the tutorial show how to realise an action from the view layer to the controler.
- the controler calls a method "increment" that impact the model layer. (here it's not really clear to me if it's a function of redmine or of ruby on rails. If it's the second option then where is the method that updates the database inside the model layer ? inside the inheritance of ActiveRecord::Base ?)

Being more specific :

- How to add various questions, some only shown in one project and others shown in another projects. Both managed by the project settings and roles.

1. For the role part the tutorial is quite clear I agree.
2. For adding a value I think that the same function typed in the ruby console will work "as it is" inside the model.
3. For the settings menu part (for adding or removing questions to the project) : We have a small view of it in the tutorial. From what I've seen we can add a tab to the project but not on the project settings where it logically belongs because it's a management task.
4. Again with the settings tab we must be able to show it or not depending on a privilege. However I don't think that privileges can be understood inside the init.rb file
5. What are the tools that redmine offers us in order to distinguish one project from another ?

Again I'm terriby sorry if those questions looks stupid, I'm quite new in the redmine world.

Best regards,