

Redmine - Feature #11993

Reload plugin assets on every request in development mode

2012-09-29 12:24 - John Yani

Status: Closed	Start date:
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category: Plugin API	Estimated time: 0.00 hour
Target version:	
Resolution: Duplicate	
Description	
<p>I develop a plugin that requires Ajax. I've put my scripts to plugin/assets folder. It's very inconvenient to develop a plugin since I have to reload redmine each time I change my scripts. It would be great to reload plugin assets on each request.</p>	
Related issues:	
Duplicates Redmine - Patch # 31457: Add support for reloading plugin assets a... Closed	

History

#1 - 2012-09-29 19:04 - Jean-Philippe Lang

As a workaround, you can call `Redmine::Plugin.mirror_assets(:your_plugin)` from your plugin on each request when running in development environment.

#2 - 2012-09-30 12:25 - Jean-Baptiste Barth

Other idea as a workaround, you can symlink `public/plugin_assets/<your plugin>` to `plugins/<your plugin>/assets` if you're on Linux, any *nix or MacOS.. I don't know if there's something similar on Windows.

#3 - 2013-09-01 10:17 - Jongwook Choi

We need this.

#4 - 2020-03-05 05:12 - Go MAEDA

- Category set to *Plugin API*
- Status changed from *New* to *Closed*
- Resolution set to *Duplicate*

The feature has been implemented in Redmine 4.1.0 (#31457).

#5 - 2020-03-05 05:12 - Go MAEDA

- Duplicates Patch #31457: Add support for reloading plugin assets automatically in development mode added