

## Redmine - Patch #13927

### Reduce coupling between plugins and the "plugins/" directory

2013-05-02 12:54 - Jean-Baptiste Barth

<b>Status:</b>	New	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Jean-Baptiste Barth	<b>% Done:</b>	0%
<b>Category:</b>	Plugin API	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Unplanned backlogs		
<b>Description</b>			
<p>Today plugins are just directories in &lt;redmine root&gt;/plugins/ directory. There are a few implicit assumptions in Redmine code that this is the case, which doesn't add much benefit I think. This reference is needed in the plugin discovery mechanism, but I can see obvious reasons why it may appear anywhere else.</p> <p>It has at least one disadvantage: it prevents from easily distributing plugins as gems or via an other mechanism (which I think has a long list of advantages that I could enumerate an other day).</p> <p>An other motivation is that removing this would lead to clearer code I think, we could remove some Dir.glob and File.xxx calls in favor of new, clear methods in Redmine::Plugin.</p> <p>I'll try to work on that and link commit to this issue.</p>			
<b>Related issues:</b>			
Related to Redmine - Patch #14402: Plugin migration directory should use plug...		<b>Closed</b>	
Related to Redmine - Patch #24007: Change plugins directory through the confi...		<b>Reopened</b>	
Related to Redmine - Patch #26139: Follow Gemfile's plugin loader as #24007		<b>Reopened</b>	

#### Associated revisions

##### Revision 11766 - 2013-05-02 19:59 - Jean-Baptiste Barth

Allow plugins to define their base directory (#13927).

#### History

##### #1 - 2013-05-04 16:37 - Toshi MARUYAMA

The reason of moving "plugins" to "lib/plugins" is Rails3 prints deprecated warning.  
See: [r9533](#).

##### #2 - 2013-05-04 16:48 - Toshi MARUYAMA

Toshi MARUYAMA wrote:

The reason of moving "plugins" to "lib/plugins" is Rails3 prints deprecated warning.  
See: [r9533](#).

Sorry, I posted unrelated matters.

I think Redmine plugin mechanism problem is how to deal assets.  
Current Redmine disables asset pipeline.  
<source:trunk/config/application.rb@11786#L46>

##### #3 - 2013-05-11 13:31 - Jean-Baptiste Barth

Actually that's one problem in Redmine plugins, but I have a few dozen others I could talk about. Re-enabling the asset pipeline can be done today in a standard Redmine plugin but it's a bit hacky and rough around the edges (see [this plugin](#) for a proof-of-concept). I'll write about plugin concerns and some proposals in a blog post soon.

##### #4 - 2013-11-13 21:59 - Florian Schwab

Hi,

I added another issue a while back with a patch that extends this with the (at least in my opinion) missing support for migrations. -> [#14402](#)

##### #5 - 2013-12-01 14:18 - Toshi MARUYAMA

- Related to Patch #14402: Plugin migration directory should use plugin directory added

**#6 - 2015-07-20 17:35 - Toshi MARUYAMA**

Jean-Baptiste Barth wrote:

Actually that's one problem in Redmine plugins, ...

FYI, OpenProject (GPL3, Redmine fork) uses plugin gem.

[https://github.com/opf/openproject/blob/v4.2.2/doc/DEVELOP\\_PLUGINS.md](https://github.com/opf/openproject/blob/v4.2.2/doc/DEVELOP_PLUGINS.md)

**#7 - 2017-06-18 13:56 - Mischa The Evil**

- Related to Patch #24007: Change plugins directory through the configuration.yml file added

**#8 - 2017-06-18 13:57 - Mischa The Evil**

- Related to Patch #26139: Follow Gemfile's plugin loader as #24007 added