# Redmine - Patch #13927

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

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

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|---|---|---|---|---|
| **Status:** | New | | **Start date:** | |
| **Priority:** | Normal | | **Due date:** | |
| **Assignee:** | Jean-Baptiste Barth | | **% Done:** | 0% |
| **Category:** | Plugin API | | **Estimated time:** | 0.00 hour |
| **Target version:** | Unplanned backlogs | | | |

### Description

Today plugins are just directories in <redmine root>/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.

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).

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.

I'll try to work on that and link commit to this issue.

### Related issues:

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|---|---|
| Related to Redmine - Patch #14402: Plugin migration directory should use plug... | **Closed** |
| Related to Redmine - Patch #24007: Change plugins directory through the confi... | **Reopened** |
| Related to Redmine - Patch #26139: Follow Gemfile's plugin loader as #24007 | **Reopened** |

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## Associated revisions

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

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

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## 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

**#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*