

## Redmine - Feature #1617

### Payment system

2008-07-10 08:00 - Antenore Gatta

<b>Status:</b>	Closed	<b>Start date:</b>	2008-07-10
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	Issues	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Resolution:</b>	Wont fix		
<b>Description</b> Hi all,  first of all CONGRATULATION! This is the first project I found having exactly and almost all of the features I need, and mainly the multi-project features (wiki per projects, issues per projects and so on...). What is amazing is that i developed in Ruby!!!  Well I'm planning to use Redmine for my project (I'll give you more details if you want), and I would need two functionalities.  The first has been already requested the Feature <a href="#">#699</a> (OpenID functionality) and I really hope will be implemented.  The second one is a payment system, the idea is to provide the possibility to offer money for new features, bug fixing and support on project bases.  So imagine to have in this form a field where is possible to set a reward in money and the payment system.  I think this could become a "killer functionality", it could be useful to several projects.  In the hope you will be interested...  Best regards Antenore			

### History

#### #1 - 2008-07-14 17:50 - Carl Nygard

You have the ability to add custom fields to your issues, so there is no need to build this into the core.

#### #2 - 2008-07-19 09:29 - Jean-Philippe Lang

- Status changed from New to Closed

- Resolution set to Wont fix

As Carl said, a custom field can be used for this.

#### #3 - 2008-07-21 10:39 - Daniel N

I agree, but having custom fields for timeentries ([#772](#)) would be very helpful to achieve this.