The callback 'after_destroy' for Member is called twice when deleting a member due to the following lines
and
https://github.com/redmine/redmine/blob/master/app/models/member_role.rb:42

Associated revisions

Revision 13140 - 2014-05-24 11:55 - Jean-Philippe Lang

Fixed that Member#destroy triggers after_destroy callbacks twice (#16795).

Revision 13142 - 2014-05-24 12:15 - Toshi MARUYAMA

replace tabs to spaces (#16795)

Revision 13162 - 2014-05-24 18:37 - Jean-Philippe Lang

Merged r13140 and r13142 (#16795).

History

#1 - 2014-05-03 01:51 - Islam Azab

https://github.com/redmine/redmine/blob/master/app/controllers/members_controller.rb

def destroy
  if request.delete? && @member.deletable?
    @member.destroy
  end
  respond_to do |format|
    format.html { redirect_to_settings_in_projects }
    format.js
    format.api {
      if @member.destroyed?
        render_api_ok
      else
        head :unprocessable_entity
      end
    }
"
def remove_member_if_empty
  if member.roles.empty?
    member.destroy
  end
end

https://github.com/redmine/redmine/blob/master/app/models/member_role.rb

def remove_member_if_empty
  if member.roles.empty?
    member.destroy
  end
end

#2 - 2014-05-24 11:56 - Jean-Philippe Lang
- Subject changed from fixed member deletion to avoid duplicate after_destroy callbacks to Member#destroy triggers after_destroy callbacks twice
- Category set to Code cleanup/refactoring
- Status changed from New to Resolved
- Assignee set to Jean-Philippe Lang
- Target version set to 2.5.2
- Resolution set to Fixed

Fixed in r13140, thanks for pointing this out.

#3 - 2014-05-24 18:37 - Jean-Philippe Lang
- Status changed from Resolved to Closed

Merged.

Files
fixed_member_deletion_to_avoid_duplicate_after_destroy_callbacks.diff 459 Bytes 2014-05-02 Islam Azab