

Redmine - Defect #180

[PATCH] Plugins break in the Rails 2.0 with the latest engines.

2008-01-08 22:15 - Eric Davis

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:		Affected version:	
Resolution:			
Description			
<p>I recently upgraded to Rails 2.0 and needed to upgrade Engines also. After this my plugin routes were not being recognized anymore. In the console I found my Engine plugins (Redmine plugins) were not being loaded.</p> <pre>\$ script/console Loading development environment (Rails 2.0.2) GLoc v1.1 running in development mode. Strings can be modified at runtime. >> Engines.plugins => []</pre> <p>The documentation for Engines says they need to be loaded in environment.rb with the following line:</p> <pre>require File.join(File.dirname(FILE), '../vendor/plugins/engines/boot')</pre> <p>After adding that to Redmine, the plugins loaded successfully.</p> <p>Eric</p>			

Associated revisions

Revision 1281 - 2008-03-21 20:59 - Jean-Philippe Lang

Load Engines plugin if available (closes #180).

History

#1 - 2008-02-29 17:51 - Rocco Stanzione

I had to do this too. Can we get this added?

#2 - 2008-03-21 21:17 - Jean-Philippe Lang

- Status changed from New to Closed

- % Done changed from 0 to 100

Applied in changeset [r1281](#).

Files

redmine-engines.diff	518 Bytes	2008-02-03	Eric Davis
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