

Redmine - Patch #20300

Redmine development mode - few blockers

2015-07-13 00:16 - Ondřej Ezr

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
Redmine is pretty prepared for a development mode, but with a plugins and patching concerned, there are a few blockers for it's functionality.			
<div>1. redmine/i18n is required in redmine.rb, but row above it is autoloaded by rails and thus both mechanisms are loading it. It is problem in some of my patches. But it is basically bad idea to mix those behaviours. (My vote goes for a rails autoloading...)</div> <div>2. Redmine::Hook::Helper is in file, which is required, but is patching ApplicationHelper and that is loaded by Rails autoloading. So its patch is forgotten after reloading</div> <div>3. redmine/themes.rb defines ApplicationHelper, but it gets into problems, if there is a patch for it in plugin, which redefines ApplicationHelper method. Rails do not load it - it is loaded, but does not have the method defined. It works only if patch is after a controller invocation, because it load it by path and do not care if it is defined. But it bassically defines the model and avoiding Rails autoloading.</div>			
I have created a patch for every issue I have found.			

History

#1 - 2015-08-11 01:01 - Toshi MARUYAMA

- Status changed from New to Needs feedback

Please create new issues per patch.

#2 - 2015-08-11 02:01 - Ondřej Ezr

Done [#20506](#), [#20507](#) and [#20508](#)

#3 - 2015-08-18 10:10 - Toshi MARUYAMA

- Status changed from Needs feedback to Closed

Thank you.

Files

redmine_i18n_loaded_automatically.patch	377 Bytes	2015-07-12	Ondřej Ezr
themes_helper.patch	495 Bytes	2015-07-12	Ondřej Ezr
hook_availability_after_reload.patch	571 Bytes	2015-07-12	Ondřej Ezr