Redmine - Patch #26439

Plugin load order defined by plugin checks

2017-07-14 15:36 - Tiago Gonçalves

Status:	New		**Start date:**	
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:	Plugin API		**Estimated time:**	0.00 hour
Target version:				

Description

This patch allows for a plugin to delay loading until a set of requirements is met. This could be because I need for other plugin to be loaded first.

The ideia is to to have each plugin check at the top of init.rb for it's requirements and if they are not met to raise Redmine::Plugin::PluginDeferLoadError. This will signal the plugin load logic to try loading this plugin later.

The algorithm prevents infinite looping (by direct or indirect circular dependencies) by loading plugins by iterations. In each iteration amount of plugins to load must be lower.

The most common check made by plugins can be simplified by using at the top of the init.rb this line:

```
Redmine::Plugin.requires_plugin('redmine_plugin_name')
```

Regards

Related issues:

Related to Redmine - Feature #23131: Plugin load order defined by inter-plugi...	**Reopened**

History

#1 - 2017-07-14 15:40 - Tiago Gonçalves

Relates to:

- Defect [#6324](#6324)
- Feature [#23131](#23131)
- Patch [#24939](#24939)

#2 - 2017-07-17 14:17 - Go MAEDA

- Category set to Plugin API

#3 - 2017-07-17 14:17 - Go MAEDA

- Related to Feature #23131: Plugin load order defined by inter-plugin dependencies added

#4 - 2017-08-11 06:11 - Toshi MARUYAMA

- Description updated

#5 - 2018-12-19 14:40 - Vincent Robert

Hello Tiago
Is this patch compatible with Redmine 4?
I quickly tried it, but I got some errors.
Thank you

Files

redmine_plugin_load.patch		2.24 KB	2017-07-14	Tiago Gonçalves