

Redmine - Feature #26908

Add ability to have hooks inside application.js and application.css via asset pipeline

2017-09-12 22:20 - Aleksandar Pavic

Status:	New	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Plugin API	Estimated time:	0.00 hour
Target version:			
Resolution:			
Description			
<p>I'm not sure if this is a good idea or not, and I'm not sure anyone except maybe JP Lang would know the best course of action.</p> <p>There are already some discussions about this topic</p> <p>Like: Assets Pipeline</p> <p>And there are already some efforts https://github.com/Tab10id/redmine_plugin_asset_pipeline</p> <p>Move existing application.js contents to some other file like base.js and include it via asset pipeline and enable plugins to add their own js to application.js as a manifest which would compile application.js later</p> <p>So eventually it would look like this</p> <pre>// This is a manifest file that'll be compiled into application.js, which will include all the files // listed below. // // Any JavaScript/Coffee file within this directory, lib/assets/javascripts, vendor/assets/javascripts, // or any plugin's vendor/assets/javascripts directory can be referenced here using a relative path. // // It's not advisable to add code directly here, but if you do, it'll appear at the bottom of the // compiled file. // // Read Sprockets README (https://github.com/rails/sprockets#sprockets-directives) for details // about supported directives. // //= require jquery //= require base //= require whatever from plugins...</pre>			

History

#1 - 2017-10-12 13:16 - Toshi MARUYAMA

- Description updated

#2 - 2019-01-03 13:19 - Aleksandar Pavic

Any plans for this request?

#3 - 2019-04-04 18:29 - Stephane Evr

+1

Having the assets pipeling working in redmine would be a must

#4 - 2019-04-29 12:55 - David Escala

+1 I would like to have Rails' Asset Pipeline enabled in Redmine