

Redmine - Feature #29958

Issue creation via email automatically

2018-11-12 12:44 - Gustavo Coelho

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Issues	Estimated time:	0.00 hour
Target version:			
Resolution:	Invalid		
Description Morning guys, I need a little help with creating issues via email. I've read the RedmineReceivingEmails wiki page, but it's really confusing to me. You guys know, a step-by-step tutorial for this implementation? I really need this function, and i can't do it by myself. Thanks.			

History

#1 - 2018-11-12 13:19 - Bernhard Rohloff

There are four ways to fetch your Mails. What exactly do you need?
I also think that the forum would be the more appropriate place to ask this question.

#2 - 2018-11-12 13:22 - Gustavo Coelho

Bernhard Rohloff wrote:

There are four ways to fetch your Mails. What exactly do you need?
I also think that the forum would be the more appropriate place to ask this question.

Actually, in my office we have a massive demand on redmine, but some people control those demands via email. What i need is a way to provides me a email - redmine integration, so those people would create new issues via email.

#3 - 2018-11-12 13:50 - Bernhard Rohloff

Well, as I have no further details on the requirements, here is my script for a Gmail hosted address and Redmine on a Bitnami VM.
The script runs inside a cron job every 10 minutes:

```
#!/bin/bash

PATH=/opt/bitnami/ruby/bin:$PATH

export RAILS_ENV=production

cd /opt/bitnami/apps/redmine/htdocs

bundle exec rake redmine:email:receive_imap \
host=imap.gmail.com \
port=993 \
ssl=true \
username=your_address@gmail.com \
password=your_monster_secret_password \
project=redmine \
project_from_subaddress=your_address@gmail.com \
tracker=Bug \
allow_override=all
```

All those parameters are described in the article and you can add/delete/change them to your needs.

#4 - 2018-11-12 13:51 - Gustavo Coelho

- Status changed from New to Resolved

#5 - 2018-11-12 14:24 - Marius BĂLTEANU

- *Status changed from Resolved to Closed*

- *Resolution set to Invalid*