

Redmine - Patch #31457

Add support for reloading plugin assets automatically in development mode

2019-05-27 04:49 - Kouhei Sutou

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Go MAEDA	% Done:	0%
Category:	Plugin API	Estimated time:	0.00 hour
Target version:	4.1.0		
Description Redmine supports assets for plugin by putting files under plugins/*/assets/. But Redmine doesn't support reloading (mirroring) plugin assets automatically. For example, we need to restart bin/rails server process to apply changes when we change plugins/*/assets/stylesheets/xxx.css. I attach a path to support this.			
Related issues: Has duplicate Redmine - Feature #11993: Reload plugin assets on every request... Closed			

Associated revisions

Revision 18202 - 2019-05-27 10:53 - Go MAEDA

Add support for reloading plugin assets automatically in development mode (#31457).

Patch by Kouhei Sutou.

History

#1 - 2019-05-27 05:10 - Go MAEDA

- Category set to Plugin API

Could you describe use cases for this feature? Since I am not familiar with plugin development, I cannot imagine why you want to update your plugins without restarting Redmine.

My concern for this feature is that it checks updates of assets on every HTTP requests and it may affect the performance of Redmine.

#2 - 2019-05-27 06:04 - Kouhei Sutou

Sure.

In Redmine itself development, we don't need to restart Redmine itself. It's useful. Because we don't need to follow the following steps:

- Change public/stylesheets/application.css
- Stop bin/rails server
- Start bin/rails server again
- Reload Web browser

We just need to do the following steps:

- Change public/stylesheets/application.css
- Reload Web browser

In the current Redmine plugin development, we need to follow the following steps for updating assets:

- Change plugins/xxx/assets/xxx.css
- Stop bin/rails server
- Start bin/rails server again
- Reload Web browser

In the current Redmine plugin development, we need to follow the following steps for updating codes:

- Change plugins/xxx/app/models/xxx.rb
- Reload Web browser

This patch allows Redmine plugin developers to follow the standard Rails application development style. i.e. We can use the following steps for plugin

assets:

- Change plugins/xxx/assets/xxx.css
- Reload Web browser

My concern for this feature is that it checks updates of assets on every HTTP requests and it may affect the performance of Redmine.

In development mode, it may affect the performance of Redmine. But it's not in production mode.

Rails don't run update checks on production mode. See also:

- <https://github.com/rails/rails/blob/master/railties/lib/rails/application/finisher.rb#L203-L204>
- <https://github.com/redmine/redmine/blob/master/config/environments/production.rb#L7>

#3 - 2019-05-27 06:07 - Kouhei Sutou

Ah, use case.

I want to improve style for [Full text search plugin](https://github.com/clear-code/redmine_full_text_search) by [CSS](https://github.com/clear-code/redmine_full_text_search/tree/master/assets/stylesheets). I want to check whether CSS change improves style without restarting Redmine. Restarting Redmine bother me because it's not the standard Rails application development style.

#4 - 2019-05-27 07:02 - Go MAEDA

- Target version set to 4.1.0

Thank you for clarification. I understand that the change helps plugin developers a lot.

Setting the target version to 4.1.0.

#5 - 2019-05-27 10:54 - Go MAEDA

- Status changed from New to Closed

Committed the patch. Thank you for improving Redmine.

#6 - 2019-05-27 10:55 - Go MAEDA

- Subject changed from Add support for reloading plugin assets automatically to Add support for reloading plugin assets automatically in development mode

#7 - 2019-05-27 10:55 - Go MAEDA

- Assignee set to Go MAEDA

#8 - 2020-03-05 05:12 - Go MAEDA

- Has duplicate Feature #11993: Reload plugin assets on every request in development mode added

#9 - 2020-05-30 11:46 - Geo Tis

- File chrome_XJsd7k5iS0.png added

Hi.

As soon as I update css and reload redmine page I got error. What I'm doing wrong?

Redmine version: 4.1.1

OS: Windows 10

Using

```
set RAILS_ENV=development
bundle exec rails server webrick
```

As soon as I restart rails server - everything works fine.

#10 - 2020-05-31 00:10 - Kouhei Sutou

It's a problem of the redmine_issue_todo_lists plugin. It should not call unloadable:

```
diff --git a/init.rb b/init.rb
index 3c354f4..17d8906 100644
--- a/init.rb
+++ b/init.rb
@@ -23,12 +23,7 @@ Redmine::Plugin.register :redmine_issue_todo_lists do
```

```

    menu :project_menu, :issue_todo_lists, { :controller => 'issue_todo_lists', :action => 'index' }, :caption
=> :issue_todo_lists_title, :param => :project_id, :after => :activity

  Rails.configuration.to_prepare do
    - unless Project.included_modules.include? RedmineIssueTodoLists::ProjectPatch
    - Project.send(:include, RedmineIssueTodoLists::ProjectPatch)
    - end
    -
    - unless Issue.included_modules.include? RedmineIssueTodoLists::IssuePatch
    - Issue.send(:include, RedmineIssueTodoLists::IssuePatch)
    - end
    + Project.send(:include, RedmineIssueTodoLists::ProjectPatch)
    + Issue.send(:include, RedmineIssueTodoLists::IssuePatch)
  end
end
diff --git a/lib/redmine_issue_todo_lists/issue_patch.rb b/lib/redmine_issue_todo_lists/issue_patch.rb
index 0f3cae8..5a925fa 100644
--- a/lib/redmine_issue_todo_lists/issue_patch.rb
+++ b/lib/redmine_issue_todo_lists/issue_patch.rb
@@ -5,8 +5,6 @@ module RedmineIssueTodoLists
  base.send(:include, InstanceMethods)

  base.class_eval do
    - unloadable
    -
    after_save :remove_todo_list_allocations
    has_many :issue_todo_list_items, dependent: :destroy
    has_many :issue_todo_lists, through: :issue_todo_list_items
diff --git a/lib/redmine_issue_todo_lists/project_patch.rb b/lib/redmine_issue_todo_lists/project_patch.rb
index c12628c..012eb5e 100644
--- a/lib/redmine_issue_todo_lists/project_patch.rb
+++ b/lib/redmine_issue_todo_lists/project_patch.rb
@@ -5,8 +5,6 @@ module RedmineIssueTodoLists
  base.send(:include, InstanceMethods)

  base.class_eval do
    - unloadable
    -
    has_many :issue_todo_lists, dependent: :destroy
  end
end
end

```

Could you report this to the redmine_issue_todo_lists plugin?

#11 - 2020-06-01 09:08 - Geo Tis

Kouhei Sutou wrote:

It's a problem of the redmine_issue_todo_lists plugin. It should not call unloadable:

[...]

Could you report this to the redmine_issue_todo_lists plugin?

Thank you for such quick reply.

Im developing own version based on original plugin for company needs, so will try to apply fix myself. Also will report it back to original developer.

Files

add-support-for-auto-reloading-plugin-assets.diff	996 Bytes	2019-05-27	Kouhei Sutou
chrome_XJsd7k5iS0.png	33.7 KB	2020-05-30	Geo Tis