

Redmine - Defect #36218

Plugin assets are not copied correctly in trunk r21289

2021-11-20 09:20 - Hirokazu Onozato

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Mariusus BĂLTEANU	% Done:	0%
Category:	Code cleanup/refactoring	Estimated time:	0.00 hour
Target version:		Affected version:	
Resolution:	Fixed		

**Description**

Plugin assets were not copied correctly.

If the plugin assets are placed as shown below

- plugins/view\_customize/assets/

Previously, it has been copied to the public directory as follows.

- public/plugin\_assets/view\_customize/

In [r21289](#) of trunk, it is copied as follows.

- public/plugin\_assets/

It seems that the plugin name is missing.  
There seems to be a problem with the processing of plugin\_loader.rb.

- [https://github.com/redmine/redmine/blob/a914cf4c402b2597e0cc563bd84145ce9eda5a41/lib/redmine/plugin\\_loader.rb#L45](https://github.com/redmine/redmine/blob/a914cf4c402b2597e0cc563bd84145ce9eda5a41/lib/redmine/plugin_loader.rb#L45)

I fixed the following as a test, and it was copied as before.

```
Index: plugin_loader.rb
=====
--- plugin_loader.rb      (revision 21289)
+++ plugin_loader.rb      (working copy)
@@ -38,11 +38,12 @@
     def mirror_assets
       return unless has_assets_dir?

+      plugin_name = File.basename(@dir)
+      source_files = Dir["#{assets_dir}/**/*"]
+      source_dirs = source_files.select { |d| File.directory?(d) }
+      source_files -= source_dirs
+      unless source_files.empty?
-        base_target_dir = File.join(PluginLoader.public_directory, File.dirname(source_files.first).gsub(assets_dir, ''))
+        base_target_dir = File.join(PluginLoader.public_directory, plugin_name, File.dirname(source_files.first).gsub(assets_dir, ''))
+        begin
+          FileUtils.mkdir_p(base_target_dir)
+        rescue => e
@@ -52,7 +53,7 @@
       source_dirs.each do |dir|
         # strip down these paths so we have simple, relative paths we can
         # add to the destination
-        target_dir = File.join(PluginLoader.public_directory, dir.gsub(assets_dir, ''))
+        target_dir = File.join(PluginLoader.public_directory, plugin_name, dir.gsub(assets_dir, ''))
       end
       begin
         FileUtils.mkdir_p(target_dir)
       rescue => e
```

```
@@ -60,7 +61,7 @@
    end
  end
  source_files.each do |file|
-    target = File.join(PluginLoader.public_directory, file.gsub(assets_dir, ''))
+    target = File.join(PluginLoader.public_directory, plugin_name, file.gsub(assets_dir, ''))
    unless File.exist?(target) && FileUtils.identical?(file, target)
      FileUtils.cp(file, target)
    end
  end
end
```

#### Related issues:

Related to Redmine - Feature #32938: Rails 6: Zeitwerk support	Closed
Related to Redmine - Feature #29914: Migrate to Rails 6.1 with Zeitwerk autol...	Closed
Related to Redmine - Defect #36273: Modifying the source code of a plugin doe...	Closed

#### Associated revisions

##### Revision 21295 - 2021-11-25 22:34 - Marius BĂLTEANU

Fix plugin assets are no longer copied under plugin name (#36218, #29914, #32938).

#### History

##### #1 - 2021-11-21 11:03 - Marius BĂLTEANU

- Status changed from New to Confirmed
- Assignee set to Marius BĂLTEANU
- Target version set to 5.0.0

##### #2 - 2021-11-25 22:35 - Marius BĂLTEANU

- Related to Feature #32938: Rails 6: Zeitwerk support added

##### #3 - 2021-11-25 22:35 - Marius BĂLTEANU

- Related to Feature #29914: Migrate to Rails 6.1 with Zeitwerk autoloading added

##### #4 - 2021-11-25 22:36 - Marius BĂLTEANU

- Category set to Code cleanup/refactoring
- Status changed from Confirmed to Closed
- Target version deleted (5.0.0)
- Resolution set to Fixed

Patch committed with a test, thanks for pointing this out.

##### #5 - 2021-11-26 00:40 - Hirokazu Onozato

I have confirmed that this has been fixed.  
Thank you very much.

##### #6 - 2022-12-18 09:36 - Go MAEDA

- Related to Defect #36273: Modifying the source code of a plugin does not reload it after r21295 added