Redmine - Defect #4402

Prompt before deleting a Project Member (Project Settings > Members)

2009-12-15 11:14 - ruth sharon y

Status:	Closed	Start date:	2009-12-15
Priority:	Low	Due date:	
Assignee:		% Done:	0%
Category:	Accounts / authentication	Estimated time:	0.00 hour
Target version:	0.9.0		
Resolution:	Fixed	Affected version:	
Description			

- Created a project in the redmine demo running version 3136.
- Went to the new project settings section, members and viewed my role.
- Clicking on delete is actually deleting me with the role project manager without even a alert message.
- · Can this be fixed.. This is desirable in a community project

Associated revisions

Revision 3249 - 2009-12-26 16:46 - Jean-Philippe Lang

Ask for confirmation when a non-admin users tries to remove himself from a project (#4402).

History

#1 - 2009-12-16 00:47 - Shane Pearlman

I think an alert message is a good idea, but I would strongly suggest we allow people to remove themselves from projects. I am a PM and often hand off projects to another PM. I want to remove myself to avoid the heavy flow of email as well as to keep accountability clear.

#2 - 2009-12-24 20:04 - Eric Davis

- Subject changed from Able to delete my role in the project to Prompt before deleting a Project Member (Project Settings > Members)
- Category set to Accounts / authentication

#3 - 2009-12-26 16:39 - Jean-Philippe Lang

- Status changed from New to Resolved
- Target version set to 0.9.0
- Resolution set to Fixed

See <u>r3249</u>.

#4 - 2009-12-27 13:34 - Jean-Philippe Lang

- Status changed from Resolved to Closed

Merged in 0.9-stable in r3255.

#5 - 2009-12-28 06:51 - ruth sharon y

Shane Pearlman wrote:

I think an alert message is a good idea, but I would strongly suggest we allow people to remove themselves from projects. I am a PM and often hand off projects to another PM. I want to remove myself to avoid the heavy flow of email as well as to keep accountability clear.

Ok Shane, i think an alert message would be great. Thanks for the quick update