

Redmine - Defect #5149

The roadmap progressbar is strange

2010-03-22 15:32 - Jérémie Augustin

Status:	Closed	Start date:	2010-03-22
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Roadmap	Estimated time:	0.00 hour
Target version:		Affected version:	0.9.3
Resolution:	Invalid		
Description			
My progressbar on some project seems to be wrong			
Example:			
I have 6 tickets 2 closed (33%) and 4 opened (67%) and the overall progress is 4% (screen attached)			
second example			
2 tickets : 1 closed 1 opened (the opened ticket is 50% finished) the overall progress is 90% I think it should be 75% (screen attached)			

History

#1 - 2010-03-22 15:40 - Jérémie Augustin

- File *bug_redmine_2.jpg* added

The bug didn't apply to all projects/versions only some of them

second screenshot attached

#2 - 2010-03-22 16:44 - Felix Schäfer

I think this progress bar takes into account the "% done" field to make this calculation, i.e. if you have one ticket at 100% and the other at 50%, you will get a total of 75% done in the progress bar, though none of them might be closed.

#3 - 2010-03-22 17:54 - Jérémie Augustin

I understand the feature the same way as you that's why I submit the bug

First example it should display 33% (2 ticket closed with 100% and 4 opened with 0%) but the displayed value is 4%

I add more tickets to my version and progressbar continue to have wrong value:

2 ticket closed with 100% and 5 tickets opened with 0% and 1 opened with 50%

the result is 7% (3% green 4% light green) it should be 31% (25% green + 6% light green)

in the second example the progressbar is 90% (80% green + 10% light green) but it should be 75% (50% green + 25% light green)

Is the calcul of the progressbar done every time or is it store somewhere (and could be corrupted)

#4 - 2010-03-23 16:52 - Jérémie Augustin

the progressbar seems to be based on "estimated time" and not "% done" is it normal?

#5 - 2010-03-23 19:24 - Mischa The Evil

Jérémie Augustin wrote:

the progressbar seems to be based on "estimated time" and not "% done" is it normal?

This seems to be a faulty documented feature. The [current wiki](#) states:

[...] a progress bar which indicates overall active/done/closed-ratio based on the %-done and statuses of the issues targeted to [...]

This information is wrong starting from Redmine [0.9.0](#) which includes [r2349](#) for issue [#2182](#). For that issue and for [#2139](#) Jean-Philippe Lang

changed the function as explained by him at [#2182#note-6](#):

It uses estimated time to weight each issue. Issues with no estimated time are weighted with the average estimated time.

If no issues are estimated, they receive the same weight, so we fall back in the current calculation. For this reason, I think we don't have to make this new calculation method an option.

Hope this helps and please feel free to update the wiki accordingly to reflect the change in Redmine behaviour... :)

Kind regards,

Mischa.

#6 - 2010-04-11 19:17 - Jean-Philippe Lang

- *Status changed from New to Closed*
- *Resolution set to Invalid*

Indeed. I made a slight update to the documentation.

Files			
bug_redmine.jpg	12.1 KB	2010-03-22	Jérémie Augustin
bug_redmine_2.jpg	7.27 KB	2010-03-22	Jérémie Augustin