

## Redmine - Defect #5524

### Update\_parent\_attributes doesn't work for the old parent issue when reparenting

2010-05-14 10:03 - Fri Flaj

<b>Status:</b>	Closed	<b>Start date:</b>	2010-05-14
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	Eric Davis	<b>% Done:</b>	100%
<b>Category:</b>	Issues	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	1.0.0 (RC)	<b>Affected version:</b>	
<b>Resolution:</b>	Fixed		
<b>Description</b>			
Try the following scenario: <ul style="list-style-type: none"><li>- Create issue "Parent 1"</li><li>- Create issue "Parent 2"</li><li>- Create subissue "Child" on "Parent 2" and set its estimated hours to 5</li></ul>			
Current situation: Parent 1: 0hrs, Parent 2: 5 hrs, Child: 5 hrs			
Now change parent for Child to "Parent 1"			
Current situation: Parent 1: 5hrs, Parent 2: 5 hrs, Child: 5 hrs			

#### Associated revisions

Revision 3821 - 2010-06-30 04:45 - Eric Davis

Recalculate inherited attributes on parents when a child is moved under a new parent. #5524

Contributed by Jean-Baptiste Barth.

#### History

#1 - 2010-05-14 11:17 - Fri Flaj

I think this could be solved by doing something like the following when an issue is saved:

```
if <issue has parent> and <new parent != current parent>
  p = <parent>
  c = <children excluding tree starting at issue being reparented>
  l = <leaves excluding tree starting at issue being reparented>
  <update parent attributes as usual>
end
```

this will not disturb the usual workflow, and will work even if the issue being reparented is the last sub issue on its parent. I just don't know where to stick this behaviour.

#2 - 2010-05-14 21:57 - Fri Flaj

I had expected the following to work:

```
before_save :store_parent
after_save :fix_old_parent
```

```
def store_parent
  if self.parent_id_was && !(self.parent_id_was == self.parent_issue_id)
    @old_parent = self.parent_id_was
  else
    @old_parent = nil
  end
end
```

```
def fix_old_parent
  if @old_parent
    dummy_child = Issue.new (:parent_id => @old_parent)
    dummy_child.instance_eval { update_parent_attributes }
  end
end
```

I can see the methods being called when I add logging, but the estimated hours remain as they are.

### #3 - 2010-06-08 19:50 - Jean-Baptiste Barth

- File 5524\_svn.diff added
- Category set to Issues

Reproduced here on current trunk. I leave a patch to solve this problem, a unit test included, all tests passing successfully on my config.

Emiliano: maybe you can apply this and see if it works for you..

### #4 - 2010-06-13 21:40 - Fri Flaj

Seems to do the job for me. Is there a timeline for this to be included in RM trunk?

### #5 - 2010-06-13 22:54 - Felix Schäfer

- Assignee set to Eric Davis
- Target version set to 1.0.0 (RC)

My best bet to get this merged would be Eric Davis, though he is under a lot of stress from his work and redmine at the moment. I think this is important enough that it should be fixed for 1.0.0 though.

### #6 - 2010-06-30 04:37 - Eric Davis

- Status changed from New to Closed
- % Done changed from 0 to 100
- Resolution set to Fixed

Applied in r3821. Thank you for the test in the patch, I had trouble understanding what this bug was doing until I read the test case.

## Files

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5524_svn.diff	2.03 KB	2010-06-08	Jean-Baptiste Barth
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