Redmine - Defect #5880

Only consider open subtasks when computing the priority of a parent issue

2010-07-14 16:00 - Norbert Bérci

Status:	Closed	Start date:	2010-07-14	
Priority:	Normal	Due date:		
Assignee:	Jean-Philippe Lang	% Done:	0%	
Category:	Issues	Estimated time:	0.00 hour	
Target version:	3.3.0			
Resolution:	Fixed	Affected version:	Affected version:	
Description				
When computing the priority of a task, only subtasks with not closed status should be considered.				

see http://demo.redmine.org/issues/26174

Related issues:

nelated issues.		
Related to Redmine - Feature #5490: Option for independent subtask priority/s	Closed	2010-05-10
Related to Redmine - Defect #6847: Parent priorities not dropping when subtas	Closed	2010-11-08
Has duplicate Redmine - Feature #13736: Parent priority does not update when	Closed	
Has duplicate Redmine - Feature #19921: Issue priority with subtasks : not wi	Closed	
Has duplicate Redmine - Feature #15289: Recalculate priority of a parent issu	Closed	
Has duplicate Redmine - Defect #14933: Parent issues default to highest prior	Closed	

Associated revisions

Revision 15064 - 2016-01-16 10:00 - Jean-Philippe Lang

Only consider open subtasks when computing the priority of a parent issue (#5880).

Patch by Go MAEDA.

History

#1 - 2010-07-15 15:15 - dimitar korudjiiski

- % Done changed from 0 to 60

Norbert Bérci wrote:

When computing the priority of a task, only subtasks with not closed status should be considered.

see http://demo.redmine.org/issues/26174

#2 - 2010-07-20 21:23 - Norbert Bérci

set back because previous modifier was using this instead of demo.redmine.org

#3 - 2010-07-20 21:23 - Norbert Bérci

- % Done changed from 60 to 0

#4 - 2010-11-08 08:21 - Ewan Makepeace

1. Agreed.

- 2. Also there is no way to tell **which** of many subtasks is driving the priority.
- 3. For example my top priority level is emergency but when it is a group I cant tell which is the emergency subtask (which might actually be closed!)

#5 - 2010-11-10 11:13 - Andreas Bosch

+1 - related to <u>#5490</u> and <u>#6847</u>

Also see my forum post regarding this issue.

#6 - 2011-11-21 16:39 - Mischa The Evil

- Subject changed from parent task priority computation to Only consider open subtasks when computing the priority of a parent issue

#7 - 2011-11-21 16:40 - Mischa The Evil

- Category set to Issues

#8 - 2013-02-20 01:25 - Ross Saad

+1

```
#9 - 2013-02-20 04:09 - John Pisani
```

+1

```
#10 - 2013-04-18 22:19 - Emmanuel Serau
```

+1

```
#11 - 2013-10-25 21:31 - Mikołaj Milej
```

+10

but, show me the code, I'll create a patch for it (or I'll find the code).

edit:

```
works for me:
in file: app/models/issue.rb
changed
```

```
# priority = highest priority of children
if priority_position = p.children.maximum("#{IssuePriority.table_name}.position", :joins => :priority)
p.priority = IssuePriority.find_by_position(priority_position)
end
```

to

```
# priority = highest priority of children
if p.children.count > 0
if priority_position = p.children.maximum("#{IssuePriority.table_name}.position", {:joins => [
:priority, :status], :conditions => 'is_closed = 0'})
else
priority_position = IssuePriority.where("#{IssuePriority.table_name}.position", :conditions =>
'is_default = 1')
end
p.priority = IssuePriority.find_by_position(priority_position)
end
```

I know almost nothing about Ruby and RoR so there is place for improvements and bug fixes ;]

#12 - 2014-09-12 01:23 - A B

The above patch does not work on db's with proper boolean types such as PostgreSQL; it also has a bug in the else clause in that it returns an IssuePriority object rather than a number. Here's an updated version that should work on all db's and fixes the bug:

```
# priority = highest priority of open children
if p.children.count > 0
if priority_position = p.children.maximum("#{IssuePriority.table_name}.position", {:joins => [
:priority, :status], :conditions => ['is_closed = ?', false]})
else
priority_position = IssuePriority.where(is_default: true).pluck(:position).first
end
p.priority = IssuePriority.find_by_position(priority_position)
end
```

#13 - 2014-12-09 12:05 - txemi M

+1

I would like to see this implemented.

It is difficult for me get useful task views based on priority with all those already not important parent tasks showing on top.

#14 - 2016-01-11 08:49 - Go MAEDA

- Has duplicate Feature #19921: Issue priority with subtasks : not with closed issues added

#15 - 2016-01-11 08:51 - Go MAEDA

- Target version set to Candidate for next major release

#16 - 2016-01-11 09:07 - Go MAEDA

- Has duplicate Feature #15289: Recalculate priority of a parent issue automatically after child issue is closed added

#17 - 2016-01-11 09:09 - Go MAEDA

- Has duplicate Defect #14933: Parent issues default to highest priority child issue, should be highest priority *OPEN* child issue added

#18 - 2016-01-11 09:48 - Go MAEDA

This is a patch for current trunk (r15058).

```
Index: app/models/issue.rb
--- app/models/issue.rb (revision 15058)
+++ app/models/issue.rb (working copy)
@@ -1451,9 +1451,11 @@
  def recalculate_attributes_for(issue_id)
     if issue_id && p = Issue.find_by_id(issue_id)
      if p.priority_derived?
         # priority = highest priority of children
_
_
         if priority_position = p.children.joins(:priority).maximum("#{IssuePriority.table_name}.position")
         # priority = highest priority of open children
+
+
        if priority_position = p.children.open.joins(:priority).maximum("#{IssuePriority.table_name}.position
")
          p.priority = IssuePriority.find_by_position(priority_position)
+
         else
          p.priority = IssuePriority.default
+
         end
      end
```

#19 - 2016-01-14 14:40 - Go MAEDA

- File defect-5880.diff added

- Target version changed from Candidate for next major release to 3.3.0

Here is a patch with tests: <u>defect-5880.diff</u> Please consider merging this fix.

#20 - 2016-01-16 10:00 - Jean-Philippe Lang

- Status changed from New to Closed
- Assignee set to Jean-Philippe Lang
- Resolution set to Fixed

Patch committed, thanks.

Files

defect-5880.diff

2.32 KB 2016-01-14

Go MAEDA