## Redmine - Defect #6826

# Clicking "Add" twice creates duplicate member record

2010-11-04 05:38 - Andrew Vit

Status:	Closed	Start date:	2010-11-04
Priority:	Low	Due date:	
Assignee:	Jean-Philippe Lang	% Done:	100%
Category:	Permissions and roles	Estimated time:	0.00 hour
Target version:	1.1.0		
Resolution:	Fixed	Affected version:	1.0.3
Description			

#### Description

When editing members for a project:

If you select a user and click "Add" twice before the server request is completed, it will add a duplicate member record. It then shows up as two items in the projects dropdown menu, and probably other side-effects.

Possible solutions:

1. Add a unique key on `members (user\_id, project\_id)`

2. Prevent accidental re-submit on the front end, by disabling the button until ajax completes.

## Associated revisions

### Revision 4369 - 2010-11-06 12:44 - Jean-Philippe Lang

Adds a unique index on members (#6826).

## Revision 4371 - 2010-11-06 13:04 - Jean-Philippe Lang

Disable button to prevent accidental double click on project members (#6826).

Contributed by Andrew Vit.

#### History

## #1 - 2010-11-04 08:26 - Andrew Vit

- % Done changed from 0 to 50

I made a quick patch for the button UI on my github fork:

https://github.com/avit/redmine/commit/78c57faf4200cd7b3717ea5e8df338338a151f67

The members model has a validates\_uniqueness\_of that should prevent another record with the same value from being created, but maybe because happened concurrently from the double click, it couldn't verify uniqueness. Does this warrant adding a database constraint?

#### #2 - 2010-11-04 18:05 - Jean-Philippe Lang

- Assignee set to Jean-Philippe Lang

#### #3 - 2010-11-06 12:59 - Jean-Philippe Lang

- Status changed from New to Closed
- Target version set to 1.1.0
- % Done changed from 50 to 100
- Resolution set to Fixed

I've applied your patch and added the unique index on members table. Thanks.

#### #4 - 2010-12-03 09:13 - Bruno Medeiros

Any changes of get similar fix (don't allow double submitting) for the #6579? It's really a very dangerous bug without workaround.