

Redmine - Feature #7617

Replicating a redmine instance geographically across continents

2011-02-13 14:50 - Dave Täht

Status:	New	Start date:	2011-02-13
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Resolution:			
Description			
<p>On the bufferbloat.net project there will be developers spread across a minimum of three continents - Europe, the USA, and Australia. The latencies for accessing a site based only in the USA are already quite high.</p> <p>I am curious what it would take to make redmine more of a "read-mostly" system, where the primary database connection could be served locally (updates streamed from the main postgres database), and edit operations only served from the main site?</p>			

History

#1 - 2011-02-13 15:15 - Felix Schäfer

If postgres can replicate data in read-write fashion, you can have one instance of the DB and of redmine on each continent as long as the redmine config (DB, cookie secret, ...) is the same everywhere, you'd only have to make sure to replicate the files directory across all instances on your own.

#2 - 2011-02-14 23:29 - Dave Täht

Many readers, one writer unless you've gone through great pains in redmine to use uniqueness properties like sha1 hashes. AND can do all write transactions through a separate connection to the main db.

http://wiki.postgresql.org/wiki/Streaming_Replication

<http://www.slony.info/>

Tis easy to mirror the files dir. The db, less so.

#3 - 2011-02-15 07:24 - Felix Schäfer

Dave Täht wrote:

Many readers, one writer unless you've gone through great pains in redmine to use uniqueness properties like sha1 hashes. AND can do all write transactions through a separate connection to the main db.

Nope to the hashes, and nope to the "write through a second connection". That might be doable, maybe there are plugins for that, but Redmine can't do it OOTB. You might have better performance with one instance per continent all connecting to a shared DB, but that's all that I can think of right now.