redmine.org-copy2022.05 - Vote #66483

MenuManager dies if you delete all items and then re-add

2022/05/09 14:28 - Admin Redmine

:	Closed	:	2010/02/02
:		:	
:		:	100%
:	Plugin API_20	:	0.00
:	0.9.3_17	:	0.00
Redmine.org_URL:	https://www.redmine.org/issues/4718	**status_id:**	5
category_id:	20	**tracker_id:**	1
version_id:	17	**plus1:**	0
issue_org_id:	4718	**affected_version:**	
author_id:	1752	**closed_on:**	
assigned_to_id:	5	**affected_version_id:**	16
comments:	3		

If you delete all items for :top_menu and try to push new ones back, it errors out. An easy workaround is to delete one and push its replacement. The error output is attached.

journals

Robert brought this to my attention on IRC. A workaround is to make sure a menu always has at least one item in it.

It turned out that the counters used to keep track of the @:last@ menu items weren't decremented when an item was removed. This caused the menu to try to position the new menu item at a negative position.

Thanks for the bug report, I'm happy this was found. Fixed in r3447.

Merged in 0.9-stable in r3461.

#1 - 2022/05/10 17:24 - Admin Redmine

- *Plugin API_20*

- *0.9.3_17*