redmineorg-copy202205 - Vote #68805

Improve Project methods to enable/disable modules

2022/05/09 15:13 - Admin Redmine

:	Closed	:	2010/12/15
:		:	
:		:	100%
:	Code cleanup/refactoring_30	:	0.00
:	1.2.1_35	:	0.00
Redmineorg_URL:	https://www.redmine.org/issues/7115	status_id:	5
category_id:	30	tracker_id:	3
version_id:	35	plus1:	0
issue_org_id:	7115	affected_version:	
author_id:	1188	closed_on:	
assigned_to_id:	1188	affected_version_id:	
comments:	7		

Enabling or disabling modules is not so easy now. It could be really useful when writing tests, doing modifications for many projects in a "script/console" (or "runner"), and of course in plugins. If nobody has an objection, I'm working it.

journals

That could look like Role#add_permission! and #remove_permission!

I was thinking about something a bit simpler to enable/disable module one by one. See proposal attached, tell me what you think.

#disable_module! would destroy any object that is given as argument, safer version attached.

Thanks for your answer, didn't see it before, sorry...

r5265 removed the need to use it in @Project#enabled_module_names=@, but I think these methods could be very useful in a shared hosting environment or in plugins. So I adapted the patch for current trunk and added it in r6098.

It will be safe for next minor version, the methods aren't used for the moment, so it cannot break anything;

Reopened for tracking, not merged into 1.2 branch.

My mistake, sorry. I merged it in 1.2-stable with r6104. Thanks.

Merged too many things with r6104, reverted in r6105, clean merge of this one is in r6106. Sorry for the noise.

#1 - 2022/05/10 17:20 - Admin Redmine

- *Code cleanup/refactoring_30*

- *1.2.1_35*