

Update CodeRay to v1.1.1.

2022/05/09 17:59 - Admin Redmine

ステータス:	Closed	開始日:	2022/05/09
優先度:	通常	期日:	
担当者:		進捗率:	0%
カテゴリ:	Third-party libraries_47	予定工数:	0.00時間
対象バージョン:	3.3.0_110	作業時間:	0.00時間
Redmineorg_URL:	https://www.redmine.org/issues/23107	status_id:	5
category_id:	47	tracker_id:	2
version_id:	110	plus1:	0
issue_org_id:	23107	affected_version:	
author_id:	1565	closed_on:	
assigned_to_id:	1	affected_version_id:	
comments:	1		

説明

CodeRay v1.1.1, which includes several neat changes (fixes, as well as support for new language features) was "released": <https://github.com/rubychan/coderay/releases/tag/v1.1.1> on 20 Feb. 2016.

This release includes "one change": <https://github.com/rubychan/coderay/compare/v1.1.0...v1.1.1#diff-e5baede8c0d3580f160114fce2f07083> that affects the alpha stylesheet, that in turn is used as a base for Redmine's own CodeRay CSS styles; hence this upgrade needs a small CSS stylesheet change like done before in r7618 and r7623 (for 1.0.0 upgrade), r9389 (for 1.0.6 upgrade) and r14488 (for 1.1.0 upgrade).

Please note that I'd leave a tested patch myself if only I were currently able to create one, which I'm not at the moment.

Thanks in advance.

journals

The upgrade to CodeRay 1.1.1 is committed in r15569 for 3.3.0.

Mischa, thanks for reporting this.

履歴

#1 - 2022/05/10 17:07 - Admin Redmine

- カテゴリ を Third-party libraries_47 にセット

- 対象バージョン を 3.3.0_110 にセット