

Add ability to have hooks inside application.js and application.css via asset pipeline

2022/05/09 18:23 - Admin Redmine

ステータス: New 優先度: 通常 担当者: カテゴリ: Plugin API_20 対象バージョン: Redmineorg_URL: https://www.redmine.org/issues/26908 category_id: 20 version_id: 0 issue_org_id: 26908 author_id: 5107 assigned_to_id: 0 comments: 4	開始日: 2022/05/09 期日: 進捗率: 0% 予定工数: 0.00時間 作業時間: 0.00時間 status_id: 1 tracker_id: 2 plus1: 2 affected_version: closed_on: affected_version_id:
説明 I'm not sure if this is a good idea or not, and I'm not sure anyone except maybe JP Lang would know the best course of action. There are already some discussions about this topic Like: message#31117 And there are already some efforts https://github.com/Tab10id/redmine_plugin_asset_pipeline Move existing application.js contents to some other file like base.js and include it via asset pipeline and enable plugins to add their own js to application.js as a manifest which would compile application.js later So eventually it would look like this <pre>// This is a manifest file that'll be compiled into application.js, which will include all the files // listed below. // // Any JavaScript/Coffee file within this directory, lib/assets/javascripts, vendor/assets/javascripts, // or any plugin's vendor/assets/javascripts directory can be referenced here using a relative path. // // It's not advisable to add code directly here, but if you do, it'll appear at the bottom of the // compiled file. // // Read Sprockets README (https://github.com/rails/sprockets#sprockets-directives) for details // about supported directives. // //= require jquery //= require base //= require whatever from plugns...</pre>	
journals	
Any plans for this request? +1 Having the assets pipeling working in redmine would be a must	

+1 I would like to have Rails' Asset Pipeline enabled in Redmine

履歴

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

- カテゴリ を Plugin API_20 にセット