

Gemify redmine plugins

2022/05/09 18:26 - Admin Redmine

ステータス:	New	開始日:	2022/05/09
優先度:	通常	期日:	
担当者:		進捗率:	0%
カテゴリ:	Plugin API_20	予定工数:	0.00時間
対象バージョン:		作業時間:	0.00時間
Redmineorg_URL:	https://www.redmine.org/issues/27705	status_id:	1
category_id:	20	tracker_id:	2
version_id:	0	plus1:	2
issue_org_id:	27705	affected_version:	
author_id:	284508	closed_on:	
assigned_to_id:	0	affected_version_id:	
comments:	6		

説明

I want to install redmine plugins by adding gem name to Gemfile.local like "redmine_github_hook":
https://github.com/koppen/redmine_github_hook plugin.

Current installing/updating method have below cautions for me.

- Difficult to specify plugin version ** Server maintainer should exec \$ git clone [--depth=1] -b <release version> <https://github.com/foo/bar/>, but plugin README often describes installing master
- Difficult to detect plugins vulnerability with using "bundler-audit": <https://github.com/rubysec/bundler-audit> ** We have to check each plugins by hand now

I'm happy if Redmine::Plugin.load requires gem's init.rb.

- Pros ** Easy to install plugin: only writing gem name to Gemfile.local ** Easy to specify plugin version: only specifying gem version to Gemfile.local ** Easy to update plugin: only executing \$ bundle update <plugin gem name> ** Easy to detect (only gemified) plugins vulnerability with using bundler-audit
- Cons ** Redmine should detect wheather redmine plugin or not from all bundle installed gem

For example, support_gem_plugin.patch can load gemified plugin.

Gemfile.local example is below(I fixed little existing sidebar_hide plugin).

```
gem 'sidebar_hide', github: 'sho-h/sidebar_hide', branch: 'redmine_support_gem_plugin_test'
```

This was gemified and "specified directory":
https://github.com/sho-h/sidebar_hide/blob/redmine_support_gem_plugin_test/init.rb#L11 in init.rb.

journals

+100

I have a question.
"require initializer" is called twice. Is it correct?
One is in this patch and another is in original code.

+100

Thanks!

"require initializer" is called twice. Is it correct?
One is in this patch and another is in original code.

Oh... Maybe it's cause problem.

I left original code. Original code is for loading current structure plugins.

I think, there are below patterns.

Same plugin and same version: Maybe, problem doesn't break to the surface.

Same plugin and different version: Cause problems. Both require will success.
Overwritten by plugin dir's one halfway.

Different plugins and same ID: Cause problems. Both require will success. Each function will not be conflicted. But redmine will misunderstand only plugin dir's one was loaded.

Different plugins and different IDs: No problem.

1., 2., 3. have same problem. @registered_plugins[id] was overwritten.

To fix this, for example, Redmine::Plugin.register(id) raises(or fails) if plugin was already installed.

```
def self.register(id, &block)
+ raise ... if installed?(id) # or return
+
  p = new(id)
  p.instance_eval(&block)
```

I think, it is difficult to find 2. by administrator if only return.

+1 .
I agree.

I want all plugin and installation of Redmine main body to change to Gem. Also, I would like the installation work to be easy.

Sho HASHIMOTO wrote:

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Can we raise exception if plugin name is duplicate?

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Can we raise exception if plugin name is duplicate?

OK. I created another ticket. #28412

履歴

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

- カテゴリ を Plugin API_20 にセット