

Add support for reloading plugin assets automatically in development mode

2022/05/09 18:48 - 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:	Plugin API_20	予定工数:	0.00時間
対象バージョン:	4.1.0_127	作業時間:	0.00時間
Redmineorg_URL:	https://www.redmine.org/issues/31457	status_id:	5
category_id:	20	tracker_id:	3
version_id:	127	plus1:	0
issue_org_id:	31457	affected_version:	
author_id:	58128	closed_on:	
assigned_to_id:	332	affected_version_id:	
comments:	11		
説明 Redmine supports assets for plugin by putting files under @plugins/*/assets/@. But Redmine doesn't support reloading (mirroring) plugin assets automatically. For example, we need to restart @bin/rails server@ process to apply changes when we change @plugins/*/assets/stylesheets/xxx.css@. I attach a path to support this.			
journals Could you describe use cases for this feature? Since I am not familiar with plugin development, I cannot imagine why you want to update your plugins without restarting Redmine. My concern for this feature is that it checks updates of assets on every HTTP requests and it may affect the performance of Redmine. Sure. In Redmine itself development, we don't need to restart Redmine itself. It's useful. Because we don't need to follow the following steps: • Change @public/stylesheets/application.css@ • Stop @bin/rails server@ • Start @bin/rails server@ again • Reload Web browser We just need to do the following steps: • Change @public/stylesheets/application.css@ • Reload Web browser In the current Redmine plugin development, we need to follow the following steps for updating assets: • Change @plugins/xxx/assets/xxx.css@ • Stop @bin/rails server@ • Start @bin/rails server@ again • Reload Web browser In the current Redmine plugin development, we need to follow the following steps for updating codes: • Change @plugins/xxx/app/models/xxx.rb@ • Reload Web browser			

This patch allows Redmine plugin developers to follow the standard Rails application development style. i.e. We can use the following steps for plugin assets:

- Change @plugins/xxx/assets/xxx.css@
- Reload Web browser

My concern for this feature is that it checks updates of assets on every HTTP requests and it may affect the performance of Redmine.

In development mode, it may affect the performance of Redmine. But it's not in production mode.

Rails don't run update checks on production mode. See also:

- <https://github.com/rails/rails/blob/master/railties/lib/rails/application/finisher.rb#L203-L204>

* <https://github.com/redmine/redmine/blob/master/config/environments/production.rb#L7>

Ah, use case.

I want to improve style for [Full text search plugin](#) by [CSS](#). I want to check whether CSS change improves style without restarting Redmine. Restarting Redmine bother me because it's not the standard Rails application development style.

Thank you for clarification. I understand that the change helps plugin developers a lot.

Setting the target version to 4.1.0.

Committed the patch. Thank you for improving Redmine.

Hi.

As soon as I update css and reload redmine page I got error. What I'm doing wrong?

Redmine version: 4.1.1

OS: Windows 10

Using

```
set RAILS_ENV=development
bundle exec rails server webrick
```

As soon as I restart rails server - everything works fine.

It's a problem of the redmine_issue_todo_lists plugin. It should not call @unloadable@:

```
diff --git a/init.rb b/init.rb
index 3c354f4..17d8906 100644
```

```
--- a/init.rb
```

```
+++ b/init.rb
```

```
@@ -23,12 +23,7 @@ Redmine::Plugin.register :redmine_issue_todo_lists do
  menu :project_menu, :issue_todo_lists, { :controller => 'issue_todo_lists', :action => 'index' }, :caption => :issue_todo_lists
  param => :project_id, :after => :activity
```

```
  Rails.configuration.to_prepare do
    - unless Project.included_modules.include? RedmineIssueTodoLists::ProjectPatch
    -   Project.send(:include, RedmineIssueTodoLists::ProjectPatch)
    - end
    -
    - unless Issue.included_modules.include? RedmineIssueTodoLists::IssuePatch
    -   Issue.send(:include, RedmineIssueTodoLists::IssuePatch)
    - end
```

```

+       Project.send(:include, RedmineIssueTodoLists::ProjectPatch)
+       Issue.send(:include, RedmineIssueTodoLists::IssuePatch)
+     end
+   end
diff --git a/lib/redmine_issue_todo_lists/issue_patch.rb b/lib/redmine_issue_todo_lists/issue_patch.rb
index 0f3cae8..5a925fa 100644
--- a/lib/redmine_issue_todo_lists/issue_patch.rb
+++ b/lib/redmine_issue_todo_lists/issue_patch.rb
@@ -5,8 +5,6 @@ module RedmineIssueTodoLists
  base.send(:include, InstanceMethods)

  base.class_eval do
-   unloadable
-
    after_save :remove_todo_list_allocations
    has_many :issue_todo_list_items, dependent: :destroy
    has_many :issue_todo_lists, through: :issue_todo_list_items
diff --git a/lib/redmine_issue_todo_lists/project_patch.rb b/lib/redmine_issue_todo_lists/project_patch.rb
index c12628c..012eb5e 100644
--- a/lib/redmine_issue_todo_lists/project_patch.rb
+++ b/lib/redmine_issue_todo_lists/project_patch.rb
@@ -5,8 +5,6 @@ module RedmineIssueTodoLists
  base.send(:include, InstanceMethods)

  base.class_eval do
-   unloadable
-
    has_many :issue_todo_lists, dependent: :destroy
  end
end

```

Could you report this to the redmine_issue_todo_lists plugin?

Kouhei Sutou wrote:

It's a problem of the redmine_issue_todo_lists plugin. It should not call @unloadable@:

[...]

Could you report this to the redmine_issue_todo_lists plugin?

Thank you for such quick reply.

Im developing own version based on original plugin for company needs, so will try to apply fix myself. Also will report it back to original developer.

related_issues

duplicates,Closed,11993,Reload plugin assets on every request in development mode

履歴

#1 - 2022/05/10 17:03 - Admin Redmine

- カテゴリ を Plugin API_20 にセット

- 対象バージョン を 4.1.0_127 にセット