

Redmine - Patch #11057

Confirm admin flag change on a separate page

2012-05-30 16:44 - Alex Shulgin

Status: New	Start date:
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category: Administration	Estimated time: 0.00 hour
Target version:	
Description	
Having admin flag on the general tab in user's profile makes it way too easy to flip the flag accidentally.	
Attached patch adds a separate page to flip the flag.	

History

#1 - 2012-05-30 20:19 - Jean-Philippe Lang

It's a bit overkill IMO. Why not adding a simple javascript confirmation message when changing the checkbox state?

#2 - 2012-05-30 20:29 - Etienne Massip

Why not simply move it in its own "Administrator" fieldset?

Not sure it should remain in "Information" anyway, this is a security related concept, not a general information?

#3 - 2012-05-30 21:24 - Alex Shulgin

Jean-Philippe Lang wrote:

It's a bit overkill IMO. Why not adding a simple javascript confirmation message when changing the checkbox state?

I disagree: a simple Yes/No popup is too easy to overlook or accept accidentally.

Etienne Massip wrote:

Why not simply move it in its own "Administrator" fieldset?

Not sure it should remain in "Information" anyway, this is a security related concept, not a general information?

Well, maybe that's a way to go. Want me to produce an adjusted patch with a separate tab?

#4 - 2012-06-22 22:57 - Alex Shulgin

- File 0001-Confirm-admin-flag-change-on-a-separate-tab.patch added

Alex Shulgin wrote:

Etienne Massip wrote:

Why not simply move it in its own "Administrator" fieldset?

Not sure it should remain in "Information" anyway, this is a security related concept, not a general information?

Well, maybe that's a way to go. Want me to produce an adjusted patch with a separate tab?

Attached is a reworked version with the admin tab instead of a separate page.

Files

0001-Confirm-admin-flag-change-on-a-separate-page.patch	5.61 KB	2012-05-30	Alex Shulgin
0001-Confirm-admin-flag-change-on-a-separate-tab.patch	3.97 KB	2012-06-22	Alex Shulgin