

Redmine - Patch #13927

Reduce coupling between plugins and the "plugins/" directory

2013-05-02 12:54 - Jean-Baptiste Barth

Status:	New	Start date:	
Priority:	Normal	Due date:	
Assignee:	Jean-Baptiste Barth	% Done:	0%
Category:	Plugin API	Estimated time:	0.00 hour
Target version:	Unplanned backlogs		
Description			
<p>Today plugins are just directories in <redmine root>/plugins/ directory. There are a few implicit assumptions in Redmine code that this is the case, which doesn't add much benefit I think. This reference is needed in the plugin discovery mechanism, but I can see obvious reasons why it may appear anywhere else.</p> <p>It has at least one disadvantage: it prevents from easily distributing plugins as gems or via an other mechanism (which I think has a long list of advantages that I could enumerate an other day).</p> <p>An other motivation is that removing this would lead to clearer code I think, we could remove some Dir.glob and File.xxx calls in favor of new, clear methods in Redmine::Plugin.</p> <p>I'll try to work on that and link commit to this issue.</p>			
Related issues:			
Related to Redmine - Patch # 14402: Plugin migration directory should use plu...		Closed	
Related to Redmine - Patch # 24007: Change plugins directory through the conf...		Reopened	
Related to Redmine - Patch # 26139: Follow Gemfile's plugin loader as #24007		Reopened	

Associated revisions

Revision 11766 - 2013-05-02 19:59 - Jean-Baptiste Barth

Allow plugins to define their base directory (#13927).

History

#1 - 2013-05-04 16:37 - Toshi MARUYAMA

The reason of moving "plugins" to "lib/plugins" is Rails3 prints deprecated warning.
See: r9533.

#2 - 2013-05-04 16:48 - Toshi MARUYAMA

Toshi MARUYAMA wrote:

*The reason of moving "plugins" to "lib/plugins" is Rails3 prints deprecated warning.
See: r9533.*

Sorry, I posted unrelated matters.

I think Redmine plugin mechanism problem is how to deal assets.
Current Redmine disables asset pipeline.

#3 - 2013-05-11 13:31 - Jean-Baptiste Barth

Actually that's one problem in Redmine plugins, but I have a few dozen others I could talk about. Re-enabling the asset pipeline can be done today in a standard Redmine plugin but it's a bit hacky and rough around the edges (see [this plugin](#) for a proof-of-concept). I'll write about plugin concerns and some proposals in a blog post soon.

#4 - 2013-11-13 21:59 - Florian Schwab

Hi,

I added another issue a while back with a patch that extends this with the (at least in my opinion) missing support for migrations. -> #14402

#5 - 2013-12-01 14:18 - Toshi MARUYAMA

- Related to Patch #14402: Plugin migration directory should use plugin directory added

#6 - 2015-07-20 17:35 - Toshi MARUYAMA

Jean-Baptiste Barth wrote:

| *Actually that's one problem in Redmine plugins, ...*

FYI, OpenProject (GPL3, Redmine fork) uses plugin gem.

https://github.com/opf/openproject/blob/v4.2.2/doc/DEVELOP_PLUGINS.md

#7 - 2017-06-18 13:56 - Mischa The Evil

- Related to Patch #24007: Change plugins directory through the configuration.yml file added

#8 - 2017-06-18 13:57 - Mischa The Evil

- Related to Patch #26139: Follow Gemfile's plugin loader as #24007 added