

## Redmine - Patch #26439

### Plugin load order defined by plugin checks

2017-07-14 15:36 - Tiago Gonçalves

<b>Status:</b> New	<b>Start date:</b>
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b> Plugin API	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	
<b>Description</b>	
<p>This patch allows for a plugin to delay loading until a set of requirements is met. This could be because I need for other plugin to be loaded first.</p> <p>The idea is to have each plugin check at the top of init.rb for its requirements and if they are not met to raise <code>Redmine::Plugin::PluginDeferLoadError</code>. This will signal the plugin load logic to try loading this plugin later.</p> <p>The algorithm prevents infinite looping (by direct or indirect circular dependencies) by loading plugins by iterations. In each iteration amount of plugins to load must be lower.</p> <p>The most common check made by plugins can be simplified by using at the top of the init.rb this line:</p> <pre>Redmine::Plugin.requires_plugin('redmine_plugin_name')</pre> <p>Regards</p>	
<b>Related issues:</b>	
Related to Redmine - Feature # 23131: Plugin load order defined by inter-plug...	<b>Reopened</b>

#### History

##### #1 - 2017-07-14 15:40 - Tiago Gonçalves

Relates to:

- Defect #6324
- Feature #23131
- Patch #24939

##### #2 - 2017-07-17 14:17 - Go MAEDA

- Category set to Plugin API

##### #3 - 2017-07-17 14:17 - Go MAEDA

- Related to Feature #23131: Plugin load order defined by inter-plugin dependencies added

##### #4 - 2017-08-11 06:11 - Toshi MARUYAMA

- Description updated

##### #5 - 2018-12-19 14:40 - Vincent Robert

Hello Tiago

Is this patch compatible with Redmine 4?

I quickly tried it, but I got some errors.

Thank you

## Files

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redmine\_plugin\_load.patch

2.24 KB

2017-07-14

Tiago Gonçalves