

## Redmine - Patch #31457

### Add support for reloading plugin assets automatically in development mode

2019-05-27 04:49 - Kouhei Sutou

|   |            |                        |               |
|---|------------|------------------------|---------------|
| <b>Status:</b>  | Closed     | <b>Start date:</b>     |               |
| <b>Priority:</b>  | Normal     | <b>Due date:</b>       |               |
| <b>Assignee:</b>  | Go MAEDA   | <b>% Done:</b>         | 0%            |
| <b>Category:</b>  | Plugin API | <b>Estimated time:</b> | 0.00 hour     |
| <b>Target version:</b>  | 4.1.0      |                        |               |
| <b>Description</b>  |            |                        |               |
| <p>Redmine supports assets for plugin by putting files under <code>plugins/*/assets/</code>.<br/>But Redmine doesn't support reloading (mirroring) plugin assets automatically.</p> <p>For example, we need to restart <code>bin/rails</code> server process to apply changes when we change <code>plugins/*/assets/stylesheets/xxx.css</code>.</p> <p>I attach a path to support this.</p> |            |                        |               |
| <b>Related issues:</b>  |            |                        |               |
| Duplicated by Redmine - Feature # 11993: Reload plugin assets on every reques...  |            |                        | <b>Closed</b> |

#### Associated revisions

##### Revision 18202 - 2019-05-27 10:53 - Go MAEDA

Add support for reloading plugin assets automatically in development mode (#31457).

Patch by Kouhei Sutou.

#### History

##### #1 - 2019-05-27 05:10 - Go MAEDA

- *Category set to Plugin API*

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.

##### #2 - 2019-05-27 06:04 - Kouhei Sutou

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>

### #3 - 2019-05-27 06:07 - Kouhei Sutou

Ah, use case.

I want to improve style for [Full text search plugin]([https://github.com/clear-code/redmine\\_full\\_text\\_search](https://github.com/clear-code/redmine_full_text_search)) by [CSS]([https://github.com/clear-code/redmine\\_full\\_text\\_search/tree/master/assets/stylesheets](https://github.com/clear-code/redmine_full_text_search/tree/master/assets/stylesheets)). 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.

### #4 - 2019-05-27 07:02 - Go MAEDA

- Target version set to 4.1.0

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

Setting the target version to 4.1.0.

### #5 - 2019-05-27 10:54 - Go MAEDA

- Status changed from New to Closed

Committed the patch. Thank you for improving Redmine.

**#6 - 2019-05-27 10:55 - Go MAEDA**

- Subject changed from Add support for reloading plugin assets automatically to Add support for reloading plugin assets automatically in development mode

**#7 - 2019-05-27 10:55 - Go MAEDA**

- Assignee set to Go MAEDA

**#8 - 2020-03-05 05:12 - Go MAEDA**

- Duplicated by Feature #11993: Reload plugin assets on every request in development mode added

**#9 - 2020-05-30 11:46 - Geo Tis**

- File chrome\_XJsd7k5iS0.png added

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.

**#10 - 2020-05-31 00:10 - Kouhei Sutou**

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_title, :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
end

```

Could you report this to the redmine\_issue\_todo\_lists plugin?

#### #11 - 2020-06-01 09:08 - Geo Tis

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.

#### Files

| File Name   | Size      | Date       | Author       |
|---|-----------|------------|--------------|
| add-support-for-auto-reloading-plugin-assets.diff | 996 Bytes | 2019-05-27 | Kouhei Sutou |
| chrome_XJsd7k5iS0.png                             | 33.7 KB   | 2020-05-30 | Geo Tis      |