

## Redmine - Defect #36801

### Rails Autoload Paths contain plugin libs twice

2022-03-18 21:44 - Stephan Wenzel

<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>Affected version:</b>	4.2.4
<b>Resolution:</b>			
<b>Description</b>			
<p>Due to the way plugins are loaded by Redmine the variable</p> <pre>ActiveSupport::Dependencies.autoload_paths</pre> <p>contains the path to the 'lib' directory of each plugin <b>twice</b>, which should not happen.</p> <p>When Redmine loads the plugins from config/initializers/30-redmine.rb it calls</p> <pre>Redmine::Plugin.load</pre> <p>Redmine::Plugin.load (defined in lib/redmine/plugin.rb) adds the 'lib' directory of each plugin to</p> <pre>ActiveSupport::Dependencies.autoload_paths</pre> <p>and to</p> <pre>\$LOAD_PATH #alias \$:</pre> <p>When each plugin calls</p> <pre>Redmine::Plugin.register</pre> <p>from init.rb (which they ought to do), then in Redmine::Plugin.register all Rails paths in the plugin directory are created by calling</p> <pre>engine_cfg.paths</pre> <p>implicitly by calling</p> <pre>engine_cfg.paths.add 'lib', eager_load: true</pre> <p>Then in Redmine::Plugin.register the following call causes the second addition of the autoload_paths</p> <pre>ActiveSupport::Dependencies.autoload_paths +=   engine_cfg.eager_load_paths + engine_cfg.autoload_once_paths + engine_cfg.autoload_paths</pre> <p>In some environments this may cause trouble.</p>			

#### History

##### #1 - 2022-03-18 21:46 - Stephan Wenzel

A fix could be adding

```
ActiveSupport::Dependencies.autoload_paths.uniq
```

as the last line in @Redmine::Plugin.load

##### #2 - 2022-03-18 22:25 - Marius BĂLTEANU

Can you test on current trunk where we switched the autoloading from classic to zeitwerk ([#29914](#))?