

## Redmine - Defect #41726

### Allow plugin assets to be loaded from app/assets

2024-11-11 00:22 - Marius BĂLTEANU

<b>Status:</b>	New	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Marius BĂLTEANU	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Candidate for next minor release	<b>Affected version:</b>	
<b>Resolution:</b>			
<b>Description</b>			
Extracted from <a href="#">#39111#note-42</a>			
<b>Related issues:</b>			
Related to Redmine - Feature #39111: Enable Asset Pipeline Integration using ...			<b>Closed</b>

#### History

##### #1 - 2024-11-11 00:22 - Marius BĂLTEANU

- Related to Feature #39111: Enable Asset Pipeline Integration using Propshaft added

##### #2 - 2024-11-11 11:07 - Takashi Kato

- File 0001-Set-either-app-assets-or-assets-as-assets\_dir.patch added

The previous patch may have been too complicated." The patch would be simpler if we could just get either "app/assets" or "assets".

#### Files

0001-Support-plugin-multiple-asset-path.patch	3.66 KB	2024-11-10	Marius BĂLTEANU
0001-Set-either-app-assets-or-assets-as-assets_dir.patch	1.26 KB	2024-11-11	Takashi Kato