

## Redmine - Defect #4682

### Completed version with wrong progress bar status

2010-01-28 16:39 - Christiaan Kras

<b>Status:</b> Confirmed	<b>Start date:</b> 2010-01-28
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b> Roadmap	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b> 4.2.0	<b>Affected version:</b> 1.1.2
<b>Resolution:</b>	
<b>Description</b>	
<p>I have a version inside a project which only contains 2 bugs/issues. Both of them were fixed and percentage of completement is both at 100%. Yet, as you can see in the screenshot, it shows 100% complete, but according to the progress bar 1 issue isn't closed yet. Which is actually.</p> <p>I've tried setting the completement status to 90%, save, and set it back to a 100%. But no luck.</p> <p>I've setup my Redmine instance to check the commit messages in my repository. When it says closes/fixes #&lt;issue nr&gt; it sets the status to resolved and at 100% ready/complete. This so far hasn't lead to any problems before.</p>	
<b>Related issues:</b>	
Related to Redmine - Feature # 2182: Weighted version completion percentage	<b>Closed</b> <b>2008-11-13</b>
Related to Redmine - Defect # 24457: Progress of version should be calculated...	<b>New</b>

### History

#### #1 - 2010-01-28 16:52 - Christiaan Kras

Some extra info.

The last issue I changed from resolved to closed also had an time estamate which I changed to 0 whilst closing the issue. Maybe something went wrong here?

#### #2 - 2010-02-18 12:30 - Christiaan Kras

If a issue has the expected time set to 0.0 the earlier reported error happens. After removing it and saving the issue the problem is solved.

Seems to me that the part that calculates the progress should ignore issues with a expected time of 0.

#### #3 - 2011-04-08 18:51 - Etienne Massip

- Target version set to Candidate for next minor release
- Affected version (unused) changed from 0.9.0 to 1.1.2
- Affected version changed from 0.9.0 to 1.1.2

#### #4 - 2011-04-13 20:59 - Etienne Massip

- File `wrong_completed_percent_computation_with_0_time_issues.patch` added

Here's a patch.

I believe there is a similar issue with done percent computation for a task with subtasks.

**#5 - 2011-04-14 09:46 - Etienne Massip**

There is a very simpler patch which consists to add in Version#closed\_pourcent the test

```
...  
if open_issues_count == 0  
  100  
...
```

which already exists in Version#completed\_pourcent.

**#6 - 2011-04-16 18:04 - Etienne Massip**

- *File wrong\_completed\_percent\_computation\_with\_0\_time\_issues.patch added*

Full patch with tests.

Basically there are two possible calculation (depending on whether there is a total time estimated), which was intended to be prevented in #2182.

**#7 - 2015-12-13 06:12 - Go MAEDA**

This issue still can be reproduced in Redmine 3.2.0.

**#8 - 2019-03-31 09:05 - Marius BALTEANU**

- *Related to Defect #24457: Progress of version should be calculated the same way as parent tasks added*

**#9 - 2019-03-31 23:50 - Marius BALTEANU**

- *Status changed from New to Confirmed*
- *Target version changed from Candidate for next minor release to 4.1.0*

I'm assigning this to version:"4.1.0" to be fixed together with #24457.

**#10 - 2019-09-28 00:33 - Go MAEDA**

- *Target version changed from 4.1.0 to 4.2.0*

**Files**

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roadmap-percentage-bug.PNG	15 KB	2010-01-28	Christiaan Kras
wrong_completed_percent_computation_with_0_time_issues.patch	4.07 KB	2011-04-13	Etienne Massip
wrong_completed_percent_computation_with_0_time_issues.patch	4.4 KB	2011-04-16	Etienne Massip