

Redmine - Feature #6383 modifying flash from model hooks

2010-09-13 19:59 - Randy Syring

Status: New	Start date: 2010-09-13
Priority: Low	Due date:
Assignee:	% Done: 0%
Category: Plugin API	Estimated time: 0.00 hour
Target version:	
Resolution:	
Description	
<p>It doesn't currently seem possible to modify the flash[:notice] (or any other type) from a model hook. In controller_issues_edit_after_save() I would like to be able to do something like:</p> <pre>context[:controller].flash[:notice] << 'something to append to the flash message'</pre> <p>In my usage, context[:controller] is Nil. Furthermore, even if context[:controller] was accessible, I am not sure context[:controller].flash would be available. I worked on a plugin 6-8 months ago and don't think that worked (but I could be remembering incorrectly).</p> <p>In order to work around that, I did:</p> <pre>module RedmineCerb4IssuesControllerPatch def self.included(base) # :nodoc: base.send(:include, InstanceMethods) end module InstanceMethods # make flash publically accessible so we can use it in our hooks def pflash flash end end end</pre> <p>and was using context[:controller].pflash[:notice] with some success. My messages were getting added to the flash message. However, I seemed to have broken request/session encapsulation b/c the messages I added to flash seemed to hang around when other issues were saved.</p>	

History

#1 - 2010-09-16 03:45 - Eric Davis

(I asked Randy Syring on IRC to open this as a reminder for me. The assignment is valid.)

#2 - 2010-11-27 00:40 - Eric Davis

- Assignee deleted (Eric Davis)

I am stepping down from working on Redmine. If someone else is interesting in working on this issue, feel free to reassign it to them.

Eric Davis