

Extended Profile - Bug #1850

Incompatible with e.g. redmine_local_avatars

14 Sep 2011 13:39 - Daniel Seifert

Status:	Won't Fix	Start date:	14 Sep 2011
Priority:	Normal	Due date:	
Assignee:	Andriy Lesyuk	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:		External issue:	
Redmine version:			

Description

extended_profile is incompatible with plugins that also extend the my_controller functionality. In my case I noticed that redmine_local_avatars' account method would not be called any more, i.e. my users could not change their avatar. The reason is that extended_profile overwrites the account method and (possibly depending on initialisation order) thus overwrites other plugins.

I suggest to use alias_method_chain to implement the current 'extended_account' method - this way you can always call the original function for the original code. E.g. I changed my_extended_controller_patch.rb to the following code and it still works and so does redmine_local_avatar:

```
require_dependency 'my_controller'

module MyExtendedControllerPatch
  def self.included(base)
    base.extend(ClassMethods)
    base.send(:include, InstanceMethods)
    base.class_eval do
      unloadable
      alias_method_chain :account, :extended
    end
  end
end

module ClassMethods
end

module InstanceMethods
  def account_with_extended
    if request.post?
      @user = User.current
      @profile = @user.profile
      @pref = @user.pref
      @user.profile.attributes = params[:profile]

      if (@user.valid? & @user.valid_profile?) && @user.save
        @user.profile.save
      end
    end
    account_without_extended
  end
end
end
```

There is also no need to worry too much about the code in the actual account method as it will just be called anyway. This maybe can make your checks for old redmine versions obsolete.

History

#1 - 14 Sep 2011 14:07 - Andriy Lesyuk

- Status changed from New to Open

There is also no need to worry too much about the code in the actual account method as it will just be called anyway.

This is not exactly true... The initial version of the plugin did use `alias_method_chain` but I switched to rewriting it because errors were not shown for profile fields and field values got lost on errors (*do not remember if this issue were related to*) etc. This is due to redirect in account method.

See also: <http://www.redmine.org/issues/8423>

Anyway incompatibility issue exists and is important. Will try to find some solution (I can always add another check like I did for 1.0.x).

Thank you very much for report!

#2 - 14 Sep 2011 14:10 - Andriy Lesyuk

- *Target version set to 0.0.3*

#3 - 20 Oct 2011 21:57 - Andriy Lesyuk

- *Status changed from Open to In Progress*

- *% Done changed from 0 to 10*

Weird... I do not find account change in Local Avatar! Could you please send me your copy of Local Avatar plugin? I tried to search but found several different versions...

#4 - 20 Oct 2011 22:17 - Daniel Seifert

I used https://github.com/dseifert/redmine_local_avatars. It has `lib/my_account_patch.rb` with

```
alias_method_chain :account, :avatar
```

When going to `my/account` and uploading an avatar image, having `extended_profile` installed will cause the image to be lost. Using my above changes, the new avatar is successfully applied.

#5 - 21 Oct 2011 07:38 - Andriy Lesyuk

- *Status changed from In Progress to Incomplete*

What if you make a mistake in e.g. "Company website"? I guess error message won't be shown and/or the value you put won't be placed into the field

after you click "Save"... Am I right?

#6 - 21 Oct 2011 08:02 - Daniel Seifert

No, however there is a caveat related to your implementation in that regards.

The point is, that upon hitting "Save" in the account settings, ROR will execute the account function. Now we have the problem that there are THREE account functions - the original one, the one from your plugin and the one from local_avatars (or any other plugin that extends the profile in some way). It should be necessary that all account functions are executed.

If you use alias_method, you hide the original account function. This is okay if yours is the only plugin as you copied the original functionality. However with another plugin like local_avatar that requires their own account function, you basically prevent this from being executed.

Using alias_method_chain, you can chain the functions together, so that after the first account function is executed, the next one is called. If there is an error at any of these methods, the call would abort. So you can still have checks and what not. However there is the issue that any of the account methods save the user model, but as long as the functionality is distinct this should not be a big issue (and definitely better than to prevent the other plugin to work at all).

#7 - 21 Oct 2011 09:39 - Andriy Lesyuk

Weird... Tried myself (using my/account):

- Put "safgaga" into "Company website"
- Changed "Company" to "Test"
- Clicked "Save":
 - Notice "Account was successfully updated" is displayed.
 - No errors.
 - "Company website" contains previous value (*nothing in my case*).
 - "Company" holds previous value.

That's what I told about...

#8 - 22 Oct 2011 08:53 - Andriy Lesyuk

So this is perhaps the reason why I can't include your changes... That is reasons are:

- I prefer better error handling over third-party plugins support;
- Redmine Local Avatar seems to have many versions and yours is only one of them and is not mainstream, right? So I can't include code for Local Avatar as well... Unless you provide some variable which will indicate that it's your plugin.

Anyway I have some idea how to fix this issue! The problem is that it's not going to be fixed very soon!

Right now the only workaround is: <http://projects.andriylesyuk.com/projects/redmine-profile/wiki/Wiki#Conflicts>
Hope you don't mind?

#9 - 22 Oct 2011 08:56 - Andriy Lesyuk

- Target version deleted (0.0.3)

#10 - 25 Oct 2011 11:34 - Andriy Lesyuk

- Status changed from Incomplete to In Progress

- % Done changed from 10 to 50

#11 - 26 Oct 2011 11:13 - Andriy Lesyuk

- % Done changed from 50 to 80

#12 - 27 Oct 2011 10:56 - Andriy Lesyuk

- % Done changed from 80 to 100

#13 - 30 Oct 2011 13:53 - Daniel Seifert

Andriy Lesyuk wrote:

So this is perhaps the reason why I can't include your changes... That is reasons are:

- I prefer better error handling over third-party plugins support;
- Redmine Local Avatar seems to have many versions and yours is only one of them and is not mainstream, right?

That's right.

So I can't include code for Local Avatar as well... Unless you provide some variable which will indicate that it's your plugin.

Anyway I have some idea how to fix this issue! The problem is that it's not going to be fixed very soon!

Do your recent changes fix this (I haven't had time to check it out yet)?

Right now the only workaround is: <http://projects.andriylesyuk.com/projects/redmine-profile/wiki/Wiki#Conflicts>
Hope you don't mind?

I would prefer if you don't name me as the author, as I've only made some adjustments but am not the original author (or even a significant contributor).

#14 - 30 Oct 2011 14:50 - Andriy Lesyuk

Daniel Seifert wrote:

Andriy Lesyuk wrote:

So I can't include code for Local Avatar as well... Unless you provide some variable which will indicate that it's your plugin.

Anyway I have some idea how to fix this issue! The problem is that it's not going to be fixed very soon!

Do your recent changes fix this (I haven't had time to check it out yet)?

Yes! They do! That's the solution I'm going to provide... But it's not going to be a "fix" - it's going to be another plugin you will need to migrate to...

Right now the only workaround is: <http://projects.andriylesyuk.com/projects/redmine-profile/wiki/Wiki#Conflicts>
Hope you don't mind?

I would prefer if you don't name me as the author, as I've only made some adjustments but am not the original author (or even a significant contributor).

Fixed! Thanks.

#15 - 30 Oct 2011 18:14 - Andriy Lesyuk

- Status changed from *In Progress* to *Won't Fix*