Foreman - Bug #2492

asset complication can fail in production if foreman plugin has assets

05/13/2013 07:22 AM - Ohad Levy

Status:	Closed		
Priority:	Normal		
Assignee:	Ohad Levy		
Category:	Plugin integration		
Target version:	1.2.0		
Difficulty:		**Fixed in Releases:**	
Triaged:		**Found in Releases:**	
Bugzilla link:		**Red Hat JIRA:**	
Pull request:			

Description

Asset precompilation is done when building a foreman package, however, if a user later on adds another plugin with assets (JS,CSS, images etc) the normal deployed package can't regenerate the assets.

Associated revisions

Revision ce12585e - 05/13/2013 07:24 AM - Ivan Necas

fixes #2492 Fallback to assets pipeline if a precompiled asset is missed in production

That's the case when an engine (foreman plugin) with it's own assets is added to
Foreman later in production.

this patch ensures that while not precomplied, it does not fail in
production.

Revision 1bd1aa63 - 05/13/2013 03:32 PM - Ivan Necas

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Foreman later in production.

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production.
(cherry picked from commit ce12585ee584563f99cdc8fbc3ce1f1ae663495f)

History

#1 - 05/13/2013 08:46 AM - Ivan Necas

- Status changed from New to Closed

- % Done changed from 0 to 100

Applied in changeset ce12585ee584563f99cdc8fbc3ce1f1ae663495f.