Foreman - Bug #33319

don't run npm-fix-foreman-stories.sh on every npm install

08/23/2021 08:30 AM - Evgeni Golov

Status:	Closed		
Priority:	Normal		
Assignee:	Evgeni Golov		
Category:	JavaScript stack		
Target version:			
Difficulty:		**Fixed in Releases:**	3.0.0
Triaged:	No	**Found in Releases:**	
Bugzilla link:		**Red Hat JIRA:**	
Pull request:	https://github.com/theforeman/foreman/pull/8730, https://github.com/theforeman/foreman/pull/8736		

Description

Right now, we run npm-fix-foreman-stories.sh in postinstall, so on every "npm install" in Foreman, this gets executed and pulls in thousands of deps.

The script guards by $NODE_ENV != "production", but when building assets for packaging, we don't set NODE_ENV to "production" (probably because we need devDependencies actually installed as it contains webpack etc?)

So my questions would be:
1. can we just move npm-fix-foreman-stories.sh to a step that is not **automatically** executed on every "npm i"?
2. should we run package builds with NODE_ENV=production?
3. what about CI? are storybooks needed there? my gut is saying no?

Related issues:

Related to Foreman - Bug #33317: better differentiate between build, develop ...	**New**	

Associated revisions

Revision 2c96294a - 08/23/2021 04:59 PM - Evgeni Golov

Fixes #33319 - don't run fix-stories on every postinstall

History

#1 - 08/23/2021 08:33 AM - Evgeni Golov

- Related to Bug #33317: better differentiate between build, develop and test dependencies for JavaScript added

#2 - 08/23/2021 09:17 AM - The Foreman Bot

- Status changed from New to Ready For Testing

- Assignee set to Evgeni Golov

- Pull request https://github.com/theforeman/foreman/pull/8730 added

#3 - 08/23/2021 04:59 PM - The Foreman Bot

- Fixed in Releases 3.1.0 added

#4 - 08/23/2021 05:08 PM - Evgeni Golov

- Status changed from Ready For Testing to Closed

Applied in changeset foreman|2c96294a124d5f6e13d48fc1841fb8441a648e18.

#5 - 08/24/2021 10:09 AM - The Foreman Bot

- Pull request https://github.com/theforeman/foreman/pull/8736 added

#6 - 08/24/2021 10:31 AM - Evgeni Golov

- Fixed in Releases 3.0.0 added

- Fixed in Releases deleted (3.1.0)