1. **Record Nr.**   UNINA9910463903103321

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   Titolo   Redmine plugin extension and development : build stunning extensions quickly and efficiently by leveraging Redmine's plugin facilities / / Alex Bevilacqua ; cover image by Aniket Sawant

   Pubbl/distr/stampa   Birmingham, [England] : , : Packt Publishing, , 2014
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   ISBN   1-78328-875-2

   Descrizione fisica 1 online resource (114 p.)

   Collana   Community Experience Distilled

   Disciplina   658.4040285

   Soggetti   Project management - Data processing
                       Electronic books.

   Lingua di pubblicazione Inglese

   Formato   Materiale a stampa

   Livello bibliografico   Monografia

   Note generali   Includes index.

   Nota di contenuto   Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Introduction to Redmine Plugins; An introduction to our sample plugin; Generating a new plugin; Using custom gemsets in our plugin; Generating models and controllers; Diving into the initialization file; Plugin attributes; Initialization checks; Checking for a specific Redmine version; Ensuring the existence of other plugins; Extending core Redmine features; Working with Redmine menus; Initializing named permissions; Project module availability
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Continuous integration with TravisSummary; Appendix: Releasing Your Plugin; Managing your plugin's source code; Starting a blog; Publishing your plugin on redmine.org; Announcing your plugin on redmine.org; Summary; Index

Sommario/riassunto	This book provides a thorough look at the tools available within Redmine to facilitate the development of plugins and extensions. Full of tips and tricks, a recurring case study is also used to help guide you through the various content area extensions and plugin helpers and to provide context and real-world examples of the concepts being covered.This book is intended for those who want to build custom functionality into the Redmine project management platform. If you're already comfortable with Ruby, Rails, and Redmine, but you aren't quite sure what to do next, this book will walk you throug