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| 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

Adding custom events to the activity streamRegistering custom text formatting macros; Summary; Chapter 2: Extending Redmine Using Hooks; Understanding hooks; View hooks; Controller hooks; Model hooks; Helper hooks; A sample view hook implementation; Identifying the callback; Integrating the hook; Creating the view partial; Summary; Chapter 3: Permissions and Security; Summarizing Redmine's permissions system; Declaring custom permissions; Ensuring access restrictions in models, views, and controllers; Understanding custom content access control; Managing user whitelists

Restricting access via whitelistsEnforcing the whitelist; Summary; Chapter 4: Attaching Files to Models; Model preparation; Enabling attachments in our views; Controller modifications to accommodate attachments; Listing and managing attachments; Managing attachment permissions; Summary; Chapter 5: Making Models Searchable; Registering our plugin; Preparing our models to be searched; Configuring search options; Filtering search results using custom permissions; Including article content in the search; Summary; Chapter 6: Interacting with the Activity Stream; Overview of the activity stream

Preparing our modelRegistering our model; Configuring an activity provider; Customizing activity entries; Summary; Chapter 7: Managing Plugin Settings; An overview of Redmine's global plugin settings; Enabling settings management; Configuration management; Exposing plugin methods to the settings partial; Accessing our settings; Summary; Chapter 8: Testing Your Plugin; Testing infrastructure layout; Basics of test fixtures; Working around a Redmine testing issue; Running tests; Writing functional tests; Writing integration tests; Writing unit tests; Preparing a test database

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 through
