

forge.typo3.org - Bug #38670

Feature # 36172 (Closed): Forge cleanup and update umbrella issue

fix project tree / structure

2012-07-05 12:20 - Peter Niederlag

Status:	Closed	Start date:	2012-07-05
Priority:	Could have	Due date:	2012-08-31
Assignee:	Steffen Gebert	% Done:	100%
Category:	Server Administration	Estimated time:	0.00 hour
Target version:			
Description			
currently the tree structure of the projects seems pretty much messed up and doesn't reflect the logical structure. This seems to be fixed by some hacks for the navigation pane on the left.			
It should be fixed by checking the parents of all projects and assigning the proper parent projects.			

History

#1 - 2012-07-05 12:21 - Peter Niederlag

- Parent task set to #36172

#2 - 2012-07-05 12:21 - Peter Niederlag

- Assignee deleted (Peter Niederlag)

#3 - 2012-07-05 13:13 - Michael Stucki

Peters mail, for later reference:

Hi Stucki,

danke für dein Feedback bis hier.

- <http://forge.typo3.org/projects/usability/issues> > Erstes Issue in der Liste > Facebook chars .. bla > "typo3.org Projekt"
- Wenn auf "Add Filter" klickst und dann "Subproject" auswählst und dort dann "is" anwählst, seist du die Liste aller Subs.

Soll ich das admin Team anschreiben?
Wirkt auf mich eher wie ein Konzept / Architektur Fehler oder Config bug.

Greez Jens

Hi,

well, afaiK we didn't change anything in this regard, at least not me.

as a matter of fact this reflects the current structure of the projects as it is set in the database.

Don't really know why all of these projects are assigned as subprojects of the usability team. Looking at the project tree(screen attached) the **whole** structure seems pretty weird to me.

Btw. we are talking about the "Usability Team" here, which has the key "usability":
<http://forge.typo3.org/projects/usability>

There is also a project "Usability & Design" with the key "usability-design";
<http://forge.typo3.org/projects/usability-design>

<phewwww>this one seems to be the intended parent? also it doesn't reflect the structure this one will show three subprojects in the navigation on the left.</phewwww>

This definitely needs some attention/cleanup! don't know when I'll find time for this as I will be on vacation next week. I created a ticket for this issue:

<http://forge.typo3.org/issues/38670>

Greetings,
Peter

#4 - 2012-07-08 01:48 - Steffen Gebert

- Status changed from New to Resolved

- Assignee set to Steffen Gebert

Resolved by running

```
ruby script/runner -e production 'Project.update_all(:lft=>nil,:rgt=>nil);'  
ruby script/runner -e production 'Project.rebuild!'
```

See <http://www.redmine.org/issues/3722> and <http://www.redmine.org/issues/6579>

#5 - 2012-11-27 08:54 - Steffen Gebert

- Status changed from Resolved to Closed

#6 - 2013-03-04 08:58 - Steffen Gebert

- % Done changed from 0 to 100

#7 - 2014-12-17 09:14 - Steffen Gebert

The same issue occurred once again, however with Issues instead of projects (issue [#63692](#)).

Due to the number of issues (64,000), the rebuild takes several hours (on a testing instance).

The final solution was to copy the data base to a testing instance and DELETE FROM issues @WHERE root_id <> 63692. Now, the Issue.rebuild! takes only seconds. Afterwards, the new values for lft and rgt have to be set on the production database (for sure, assuming that no issue relationships regarding that root_id have changed during that time).

For documentary purposes, the Issue.rebuild! as documented above and in [redmine's issue tracker](#) throwed after ~15min

```
ActiveRecord::StaleObjectError: ActiveRecord::StaleObjectError
```

The solution for that problem is described here:

http://www.expertsys.hu/2014/11/25/redmine-awesome_nested_set-issue-rebuild-lock_version-and-activerecordstaleobjecterror/

Therefore, the command that should be run is `ruby script/runner -e production 'ActiveRecord::Base.lock_optimistically = false; Issue.rebuild!'` (but as said, this still would take hours).