

Arvados - Bug #6753

[API] Asset pipeline does not work unless config/environments/production.rb is present at buildtime and runtime

07/23/2015 02:37 PM - Tom Clegg

Status:	New	Start date:	07/23/2015
Priority:	Normal	Due date:	
Assigned To:		% Done:	0%
Category:	API	Estimated time:	0.00 hour
Target version:	Arvados Future Sprints		
Description			
API server still has the problem that was fixed in Workbench in 318e3d183c3800863731a20a10f1b8bf9cc82280 . The Workbench fix didn't work as is: it makes "rake assets:precompile" crash, see commit message @ caa9e89d531f03838e64d36d050be9d96e7c6c96 .			
This could be a matter of updating rails/actionpack, but more likely it needs something more subtle.			
Related issues:			
Related to Arvados - Bug #6749: [API] "undefined method `asset_path`" excepti...		Rejected	07/23/2015

History

#1 - 07/23/2015 02:39 PM - Tom Clegg

- Description updated

#2 - 07/23/2015 02:40 PM - Tom Clegg

- Description updated

#3 - 08/19/2015 02:25 PM - Tom Clegg

To confirm that this is truly a problem for API server (Rails3) the same way it was in Workbench (Rails4):

- Delete your environment/production.rb
- Delete precompiled assets
- Run RAILS_ENV=production rake assets:precompile
- Change one of the asset pipeline config settings (e.g., digest, compress) in the production part of config/application.yml
- Delete / move aside precompiled assets
- Run RAILS_ENV=production rake assets:precompile
- Did assets get compiled with your new settings? (And if you run a server, does *it* use your new settings?) If so, it sounds like this bug doesn't exist.