ChiliProject - Feature # 677: Add and html id to the flash messages

Status:	Open	Priority:	Normal
Author:	Jérôme Bataille	Category:	User interface
Created:	2011-10-31	Assignee:	Eric Davis
Updated:	2011-11-07	Due date:	

Remote issue URL:	
Affected version:	
Description:	This will give the abilty to update the flash messages in Ajax after Ajax / remote actions.
	We propose the following html css id (depending if its a notice or error flash.) :
	<pre code="html">flash_{notice|error}</pre>

History

2011-10-31 05:07 pm - Jérôme Bataille

- File feature_cp_677_add_id_to_flash_messages_V2.4.0.diff added

2011-10-31 05:13 pm - Holger Just

- Assignee deleted (Eric Davis)

Thanks for your patch. We will review it soon for inclusion.

As a small sidenote, I'd like to ask you to not assign issues to people yourself though. We use the assignment to track who of the core people works on an issue. Because of that, people generally assign issue to themselves if they start working on it to prevent useless double-work as well as to make sure we don't miss issues.

2011-10-31 05:29 pm - Jérôme Bataille

Thanks for you so quick reply.
Ok with your sidenote.

2011-10-31 11:00 pm - Felix Schäfer

I just had a quick look at the patch: it looks good so far, but please don't include comments about what you have changed or what issue the change is related to in the future. Comments in the code should document the code, commit messages are the right place to comment changes.

If you want more control over the commit messages of changes you contribute and/or want to appear as the author of the change, please consider using git and GitHub's pull request feature (or git's own format-patch), thanks :-)

2011-11-02 08:55 am - Jérôme Bataille

Felix Schäfer wrote:
> I just had a quick look at the patch: it looks good so far, but please don't include comments about what you have changed or what issue the change is related to in the future. Comments in the code should document the code, commit messages are the right place to comment changes.

I agree this avoids an unnecessary redundancy.

> If you want more control over the commit messages of changes you contribute and/or want to appear as the author of the change, please consider using git and GitHub's pull request feature (or git's own format-patch), thanks :-)

I have already created a fork https://github.com/Utopism/chiliproject
And I will look at the pull request feature.

2011-11-06 11:49 pm - Eric Davis

- Assignee set to Eric Davis

- Category set to User interface

- Status changed from Ready for review to Open

+1 on the feature idea, -1 on this patch.

While this code might work, it won't work for your origional purpose: updating the flash messages from ajax. I've done this in plugins to let me explain.

When the page is loaded, @render_flash_messages@ is run which creates divs for each of the *current* flash messages (important). They get the CSS class and an id.

But if there isn't any current flash messages, then no divs are created. Thus, if the page loads successfully then there will be no flash divs rendered to the page and your Ajax won't be able to update anything at all. In other words, the DOM won't have the elements unless those specific flash types were sent on the page load already.

The good news is that I already have a work around for this. Instead of only showing the flash divs when they are used, we should show them on every page and hide them if they are empty (@display:none@ has worked the best). That way they are always there and you can always update them. For example in jquery:

```javascript
jQuery('#flashError').html('There was an error...').show();
```

I'm setting this issue back to Open so it can be addressed this way. I might be able to create a patch for it after I finish the major design change (#263).

2011-11-07 10:26 am - JÃ©rÃ´me Bataille

Okay Eric,

In fact when I used this enhancement, the Ajax updating the flash message was creating a div if there was none.
I suppose your solution is more DRY, thanks.
Tell me when you think you will be able to bring the patch.

Files

feature_cp_677_add_id_to_flash_messages_V2.4.0.diff	568 Bytes	2011-10-31	JÃ©rÃ´me Bataille