

## ChiliProject - Feature # 731: More dynamic Menus

<b>Status:</b>	Open	<b>Priority:</b>	Normal
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<b>Created:</b>	2011-11-25	<b>Assignee:</b>	
<b>Updated:</b>	2011-11-25	<b>Due date:</b>	
<b>Remote issue URL:</b>			
<b>Affected version:</b>			
<b>Description:</b>			
<p>The current implementation of the MenuManager does only allow to add menu items statically during start up. Creating menus that have a dynamically defined list of items (e.g. a menu that contains items for each instance of a model) is not possible, because adding instances of the model does not result in a changed menu until the Redmine process is restarted and menus are regenerated.</p>			
<p>Consider this example:</p>			
<pre>&lt;pre&gt; Redmine::MenuManager.map(:project_menu) do  menu    Project.all.each  project      menu.push project.title, link_to(project)   end end &lt;/pre&gt;</pre>			
<p>I adapted the implementation of the MenuManager to defer the evaluation of the block given to the map method until the menu is rendered (i.e. in the items call).</p>			
<p>My patch makes sure not to introduce any breaking changes.</p>			

### History

2011-11-25 01:54 pm - Stephan Eckardt

Here is the code:

[https://github.com/finnlabs/chiliproject/tree/feature/2.4.0/dynamic\\_menus](https://github.com/finnlabs/chiliproject/tree/feature/2.4.0/dynamic_menus)