

Pulp - Task #1220

Refactor # 765 (CLOSED - WONTFIX): Convert Pulp to use MongoEngine

Document that migrations should use PyMongo directly and never use model code

09/01/2015 09:41 PM - bmbouter

Status: CLOSED - WONTFIX	Start date:
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0:00 hour
Sprint/Milestone:	
Platform Release:	Tags: Documentation, Pulp 2
Groomed: No	Sprint:
Sprint Candidate: No	Quarter:
Description	
<p>Using any kind of model (mongoengine or not) in a migration is problematic. Models change over time, but migrations should always remain the same. This task is to document that migrations should use PyMongo directly and never use a model of any kind.</p> <p>In addition to the maintainability problem, mongoengine models don't even work as expected because the save() handler won't work as it does in other parts of the code. Normally save() moves files into place and in the puppet case calculates checksums, but at pulp-manage-db time none of those things work because the PluginManager isn't instantiated prior to the models running.</p>	

History

#1 - 09/04/2015 05:40 PM - bmbouter

- Tracker changed from Issue to Task
- Subject changed from mongoengine model pre_save signals don't work in pulp-manage-db to Document that migrations should use PyMongo directly and never use model code
- Description updated
- Groomed set to No
- Sprint Candidate set to Yes
- Tags Documentation added

Rewritten to get more to the point that migrations should never use models and we should document this.

#2 - 09/04/2015 05:42 PM - bmbouter

- Description updated

#3 - 05/04/2016 03:20 PM - mhrivnak

- Sprint Candidate changed from Yes to No

#4 - 04/12/2019 09:16 PM - bmbouter

- Status changed from NEW to CLOSED - WONTFIX

#5 - 04/12/2019 09:19 PM - bmbouter

Pulp 2 is approaching maintenance mode, and this Pulp 2 ticket is not being actively worked on. As such, it is being closed as WONTFIX. Pulp 2 is still accepting contributions though, so if you want to contribute a fix for this ticket, please reopen or comment on it. If you don't have permissions to reopen this ticket, or you want to discuss an issue, please reach out via the [developer mailing list](#).

#6 - 04/15/2019 10:44 PM - bmbouter

- Tags Pulp 2 added