

Pulp - Story #224

[RFE] Support mutable content units attributes

02/19/2015 02:12 AM - dgregor@redhat.com

| | |
|---------------------------------|----------------------------------|
| Status: CLOSED - WONTFIX | Start date: |
| Priority: Normal | Due date: |
| Assignee: | % Done: 0% |
| Category: | Estimated time: 0:00 hour |
| Sprint/Milestone: | Tags: Pulp 2 |
| Platform Release: | Sprint: |
| Groomed: No | Quarter: |
| Sprint Candidate: No | |

Description

++ This bug was initially created as a clone of [Bugzilla Bug #1068631](#) ++

Description of problem:

There are situations in which you may want to set or change an attribute on a content unit. For example, let's suppose that ISO content units had a description attribute. You may want to change the description after the ISO has been uploaded. Of course, not all attributes should be mutable. For example, you wouldn't want to change the checksum. So, the ask is:

- Provide a way for an Importer to mark attributes as mutable
- Provide an API for modifying mutable attributes
- Provide a method in the admin cli for modifying mutable attributes

History

#1 - 04/12/2019 07:47 PM - bmbouter

- Status changed from NEW to CLOSED - WONTFIX

#2 - 04/12/2019 07:53 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](#).

#3 - 04/15/2019 11:18 PM - bmbouter

- Tags Pulp 2 added