Pulp - Story #6329

Story # 6134 (CLOSED - CURRENTRELEASE): [EPIC] Pulp import/export

As a user, I can create/read/update/delete PulpImporters

03/11/2020 07:51 PM - daviddavis

Status:	CLOSED - CURRENTRELEASE		**Start date:**	
Priority:	Normal		**Due date:**	
Assignee:	daviddavis		**% Done:**	100%
Category:			**Estimated time:**	0:00 hour
Sprint/Milestone:	3.3.0			
Platform Release:			**Tags:**	
Groomed:	No		**Sprint:**	
Sprint Candidate:	No		**Quarter:**	

Description
https://hackmd.io/HLptudH9R6S4PCmm8nRmmg#Import

Associated revisions

Revision be696b23 - 04/14/2020 01:12 PM - daviddavis

Added support for importing Pulp Exports

fixes #6329 fixes #6137

History

#1 - 03/25/2020 07:18 PM - daviddavis

Looking at the import API in the design document[0], it looks like there's just a resource PulpImporter that's available at /pulp/api/v3/pulp_importers/. I wonder if we should make importers master/detail models though? Mostly to mirror Exporters (eg /pulp/api/v3/exporters/core/pulp/). That said, I can't think of a use case for this since most of the time, plugins import via sync.

[0] https://hackmd.io/HLptudH9R6S4PCmm8nRmmg#Import

#2 - 03/25/2020 07:26 PM - daviddavis

- Status changed from NEW to ASSIGNED

- Assignee set to daviddavis

#3 - 03/25/2020 07:32 PM - ggainey

daviddavis wrote:

> Looking at the import API in the design document[0], it looks like there's just a resource PulpImporter that's available at
> /pulp/api/v3/pulp_importers/. I wonder if we should make importers master/detail models though? Mostly to mirror Exporters (eg
> /pulp/api/v3/exporters/core/pulp/). That said, I can't think of a use case for this since most of the time, plugins import via sync.
>
> [0] https://hackmd.io/HLptudH9R6S4PCmm8nRmmg#Import

The original intent was for import and export to mirror each other (the APIs originally matched), to among other things minimize user confusion. Also, won't MasterDetail give plugin authors an opportunity to customize/tweak the import process where it may be necessary?

#4 - 03/25/2020 07:55 PM - bmbouter

Making importers master detail is probably the better thing to do. sync's are great for one repo, but we could have future use cases that require us to bring in content to a group of repositories with another mechanism. daviddavis did I understand your question correctly?

#5 - 03/25/2020 07:57 PM - bmbouter

ggainey wrote:

> The original intent was for import and export to mirror each other (the APIs originally matched), to among other things minimize user confusion.
> Also, won't MasterDetail give plugin authors an opportunity to customize/tweak the import process where it may be necessary?

+1 to Master/Detail, but that's not the mechanism plugin writers use to tweak the import/export process for their content and it's associated models.

What Master/Detail allows is for plugin writers to define a whole, new import codepath that they exclusively own with it's own, new URL endpoints.

#6 - 03/26/2020 10:19 PM - daviddavis

We also discussed this at the rpm meeting today and I think support for using Master/Detail was unanimous. I've updated the design doc.

#7 - 03/30/2020 10:26 PM - pulpbot

- Status changed from ASSIGNED to POST

PR: https://github.com/pulp/pulpcore/pull/618

#8 - 04/14/2020 03:14 PM - daviddavis

- Status changed from POST to MODIFIED

- % Done changed from 0 to 100

Applied in changeset pulpcore|be696b23ad44dfcad9173531ab699a174e16bc6d.

#9 - 04/15/2020 09:55 PM - ttereshc

- Status changed from MODIFIED to CLOSED - CURRENTRELEASE

- Sprint/Milestone set to 3.3.0