

Rails 3.0 ?



andy | 47 posts since

Nov 22, 2009

Has anyone tried running Rails 3.0 beta with RubyMine?

Does it work?



Dmitry Jemerov | 11,708 posts since

Aug 19, 2002 1. **Re: Rails 3.0 ?** Feb 9, 2010 11:06 AM

Hello andy,

Has anyone tried running Rails 3.0 beta with RubyMine? Does it work?

The change from having separate script/* files to a single 'rails' script in Rails 3 breaks a very significant percentage of RubyMine's Rails support. We've started working on Rails 3 support now, and it will be available in the next major release (with the usual series of EAP builds before that).

--

Dmitry Jemerov

Development Lead

JetBrains, Inc.

<http://www.jetbrains.com/>

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Rails 3.0 ?



[andy I](#) 47 posts since

Nov 22, 2009 2. **Re: Rails 3.0 ?** Feb 9, 2010 11:48 AM

Is there an ETA for Rails 3.0 support?



[Dmitry Jemerov](#) 11,708 posts since

Aug 19, 2002 3. **Re: Rails 3.0 ?** Feb 9, 2010 11:57 AM

Hello andy,

Is there an ETA for Rails 3.0 support?

The EAP will most likely start next month.

--

Dmitry Jemerov

Development Lead

JetBrains, Inc.

<http://www.jetbrains.com/>

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Rails 3.0 ?



[J W](#) 1 posts since

Feb 10, 2010 4. **Re: Rails 3.0 ?** Feb 10, 2010 4:45 AM

Dmitry,

Is this the only issue? So we should be able to hack around this by recreating the script/
* scripts in our projects, and then underneath making them call out to script/rails? So, for
example, we can create:

```
$ cat script/console
```

```
#!/bin/bash
```

```
script/rails $@
```

Will this sort of thing work?



[Roman.Chernyatchik](#) 1,452 posts since

Sep 18, 2007 5. **Re: Rails 3.0 ?** Feb 10, 2010 1:26 PM

Hello J W

1.

Is this the only issue? So we should be able to hack around this by recreating the script/
* scripts in our projects, and then underneath making them call out to script/rails? So, for
example, we can create:

Rails 3.0 ?

```
$ cat script/console
```

```
#!/bin/bash
```

```
script/rails $@
```

Will this sort of thing work?

Don't forget to define "script/server" because RM uses it to launch/debug rails application. Also in RubyMine server run configuration set server type to "default" because script/rails doesn't support server cmdline argument.

2. Rails generators command line params a bit differs from Rails 2.x thus you will not able to launch Rails generators from RubyMine UI.

3. Also we have't test yet code autocompletion and other features - most likely smth should stop working.



[j c](#) 3 posts since

Feb 5, 2010 6. **Re: Rails 3.0 ?** Apr 13, 2010 5:47 AM

Any updates or workaround for this as of 2.0.2 RC?

Would be great if theres was any partial support for Rails3.

Will try to hack together script/console script/server etc onto Rails3 and see how that works out.

Rails 3.0 ?



[Dmitry Jemerov](#) 11,708 posts since

Aug 19, 2002 7. **Re: Rails 3.0 ?** Apr 13, 2010 1:02 PM

Hello j,

Any updates or workaround for this as of 2.0.2 RC?

Would be great if theres was any partial support for Rails3.

Will try to hack together script/console script/server etc onto Rails3
and see how that works out.

As originally planned, all of our Rails 3 work will be released as part of the next major release of RubyMine. There are no new Rails 3 support features in RubyMine 2.0.2.

--

Dmitry Jemerov

Development Lead

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<http://www.jetbrains.com/>

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Rails 3.0 ?



[erwann legrand](#) 38 posts since

Jun 1, 2009 8. **Re: Rails 3.0 ?** Apr 14, 2010 12:17 AM

Hi Dmitry!

Rails 3 is nearly available as an RC, does it mean that Rubymine 3 will follow soon?



[Dmitry Jemerov](#) 11,708 posts since

Aug 19, 2002 9. **Re: Rails 3.0 ?** Apr 14, 2010 12:29 AM

So far we're tentatively targeting RailsConf as the planned release date for the version of RubyMine that fully supports Rails 3. While no release date for Rails 3 itself has been announced (to the best of my knowledge), RailsConf would be a logical place for announcing the Rails 3.0 final release.

Of course, EAP builds of the next version of RubyMine will be available before that time.



[Michael Kessler](#) 5 posts since

Nov 11, 2009 10. **Re: Rails 3.0 ?** Apr 15, 2010 11:06 AM

To be honest, I'm a bit disappointed about the missing Rails 3 support for RubyMine. I mean I don't expect full Rails 3 support for Routes, Mailer, Refactoring and so forth, but at least a minimal support for running & debugging apps and the console would be nice. We're having Rails Beta for about two months now and beta 3 was just released, but still no EAP with some Rails 3 support.

I'm willing to have less working features but a minimal Rails 3 support and I promise, I'll happily file nice YouTrack tickets to support your development.

Rails 3.0 ?

Michael



[Dmitry Jemerov](#) 11,708 posts since

Aug 19, 2002 11. **Re: Rails 3.0 ?** Apr 15, 2010 2:18 PM

Hello Michael,

In fact we've already implemented far more than "minimal support for running and debugging apps", but we need to get 2.0.2 out of the door (at long last) before we'll start the EAPs for RubyMine with Rails 3 support. Sorry for the wait - I hope it won't be long by now.

To be honest, I'm a bit disappointed about the missing Rails 3 support for RubyMine. I mean I don't expect full Rails 3 support for Routes, Mailer, Refactoring and so forth, but at least a minimal support for running & debugging apps and the console would be nice. We're having Rails Beta for about two months now and beta 3 was just released, but still no EAP with some Rails 3 support.

I'm willing to have less working features but a minimal Rails 3 support and I promise, I'll happily file nice YouTrack tickets to support your development.

--

Rails 3.0 ?

Dmitry Jemerov

Development Lead

JetBrains, Inc.

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[Michael Kessler](#) 5 posts since

Nov 11, 2009 12. **Re: Rails 3.0 ?** Apr 15, 2010 3:16 PM

Dmitry,

Thanks for your quick response and the statement about the progress of the Rails 3 integration. I understand that you first focus on the upcoming release before focusing on the next major release.

Michael



[Michael Kessler](#) 5 posts since

Nov 11, 2009 13. **Re: Rails 3.0 ?** Apr 14, 2010 11:35 PM

I started a Gist to actually create those scripts: <http://gist.github.com/366219>