

RhodeCode CE/EE - Task #4163

[ce, ee] celery refactor + upgrade

11.08.2016 00:55 - Daniel D

Status:	New	Start date:	31.07.2016
Priority:	Normal	Due date:	
Assignee:		% Done:	50%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Sorting:		Commit Number:	
Description			
Currently celery is being loaded with legacy pylons method and uses magic for configuration setup, we are also on celery 2.2.10 which is old and is lacking features which we need for a 'correct' implementation.			
We must:			
<ul style="list-style-type: none">• upgrade celery• remove the celerypylons module• make/configure a celery app in load_pyramid_environment()• update all tasks to work with this celeryapp object			
Subtasks:			
Task # 4139: Bring celery workers up to shapen with initializing pyramid + pylons stack			Closed
Task # 4169: re-architecture celery support			Resolved

History

#1 - 11.08.2016 11:21 - Daniel D

After speaking with Marcin Lulek it seems pyramid_celery is not a good idea as it is not maintained, so it would be a good idea to use the same method Appenlight does. It might be good idea to refactor this into a separate module so that both Appenlight/Rhodecode can use it.

#2 - 11.08.2016 12:47 - Marcin Kuzminski [CTO]

like the idea of a module we could re-use !