

04-特定字段变更后调用插件中的service方法

在ScriptRunner中使用Listener来监听Issue指定字段是否变更，然后执行插件中的逻辑。

前置条件：ScriptRunner中 Events指定为Issue Updated。

Events

Issue Updated x



Which events to fire on.

```
//引入自己的插件
@WithPlugin("com. hktx. htcx. refinedmanager")
import com. onresolve. scriptrunner. runner. customisers. WithPlugin
import com. atlassian. jira. component. ComponentAccessor
import com. hktx. htcx. refinedmanager. services. SettlementWorkloadService;
import com. hktx. jira. utils. PropertiesUtils
import com. hktx. htcx. refinedmanager. Constants
import com. atlassian. jira. issue. MutableIssue

//只有配置的问题类型才生效，否则直接退出
def issue = event.issue as MutableIssue
def showTypes = PropertiesUtils. getValue (Constants. DISPLAY_WEBPANEL_ISSUE_TYPE);
if (!(", "+showTypes+", ").contains(", "+issue. getIssueTypeId()+", ")) {
    return
}

def settlementService = ComponentAccessor. getOSGiComponentInstanceOfType
(SettlementWorkloadService);
def changeHistoryManager = ComponentAccessor. getChangeHistoryManager ();
def changeHistories = changeHistoryManager. getChangeHistories (event. issue)
if (changeHistories) {
    //判断最新的变更记录中Dev Supplier字段有没有被修改
    def devSupplierChangeRecord = changeHistories. last(). getChangeItemBeans().find {
        // 指定字段修改前后的值不一样
        it. field == 'Dev Supplier' && it. fromString != it. toString
    }
    //如果指定字段被修改调用插件中的service方法
    if (devSupplierChangeRecord) {
        log. error ("开发厂商变更 changed: "+ devSupplierChangeRecord. fromString+"
to:" + devSupplierChangeRecord. toString)
        settlementService. handlerSupplierChanged (issue. id, 1);
    }
}
```

```
//判断最新的变更记录中Test Supplier字段有没有被修改
def testSupplierChangeRecord = changeHistories.last().getChangeItemBeans().find
{
    // 指定字段修改前后的值不一样
    it.field == 'Test Supplier' && it.fromString != it.toString
}
//如果指定字段被修改调用插件中的service方法
if (testSupplierChangeRecord) {
    log.error("测试厂商变更 changed: "+ testSupplierChangeRecord.fromString+"
to:" + testSupplierChangeRecord.toString)
    settlementService.handlerSupplierChanged(issue.id, 2);
}
}
```