GIANCARLO GOMEZ

ADVENTURES WITH WEBSOCKETS

Who am I?

- Proud Father of 3
- Web Developer since 1999
- Freelance since 2001
- Owner of Fuse Developments, Inc. and CrossTrackr, Inc.
- Senior Developer at Duty Free Americas, Inc.
- South Florida ColdFusion User Group Co-Manager



WebSockets

- Full-Duplex communication channels over a single TCP connection
- Allows bi-directional communication between client and server
- Little Overhead
- Very Little Latency
- Event Driven Web Programming, not just user initiated.



Let's Play a Game

http://game.fusedev.com



What else can we do?

https://youtu.be/WNAATDDP5-8

Show me the code ...

We will return after these important coding examples



Pitfalls & Requirements

- Using Built in WebSocket Server
 Required if server does not meet minimum criteria or if working with Clusters
 - Open ports for non-secure and **secure** connections (8575 / 8543)

 Secure connections only supported on ColdFusion 11 and higher
 - Open ports for supporting older browsers using Flash (1243 lib/neo-websocket.xml)
 - Add certificates to a Java Keystore or a pcks12 file

Using Proxy

Recommended for ease of use / configuration

- IIS 8 + with WebSocket Protocol Enabled
 - Virtual Application must have the same Application Pool assigned
 - Application Pool must have a .NET Framework assigned (4+)
 DO NOT SET IT TO UNMANAGED CODE.
- Apache 2.2+ compiled with worker module not prefork (Apache MPM Worker)

Other Things to know

- If you add a new TOP level channel, you will need to restart ColdFusion
- If using the Proxy method make sure that none of your cfwebsocket tags have the secure attribute set to true.
- Wrap wsPublish() in it's own thread .. trust me it's for the best



REAL WORLD ISSUES!!!

- Network Connections
- Application Reloads
- Server Uptime



Hello AdvancedSocket

- Easily integrates with cfwebsocket
- Callbacks for connection drops that easily lets you add notifications for users
 - Application Reinit
 - Server Downtime
 - Network Connection
- Automatically reconnect to subscribed channels



The Repos

- https://github.com/GiancarloGomez/ColdFusion-Adventures-With-WebSockets
- https://github.com/CFUG-SFL/CFUG-2014-06-WS-RAFFLEAPP
- https://github.com/GiancarloGomez/ColdFusion-Realtime-With-WebSockets
- https://github.com/GiancarloGomez/ColdFusion-Realtime-With-WebSockets-Demo-Code
- https://github.com/GiancarloGomez/ColdFusion-WebSockets-Console
- https://github.com/GiancarloGomez/AdvancedSocket



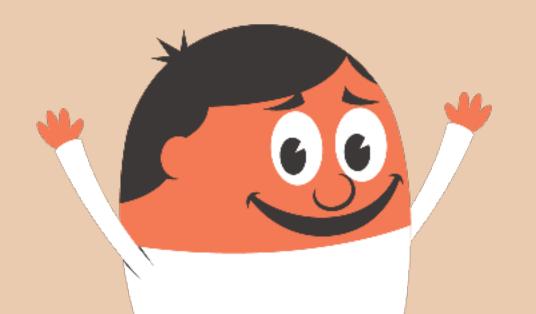
http://giancarlogomez.com

giancarlo.gomez@gmail.com

@GiancarloGomez

https://github.com/GiancarloGomez

https://www.linkedin.com/in/giancarlogomez



8c A