Realtime with WebSockets

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Who am I

- Proud father of 3

- Web / ColdFusion Developer since 1999

- Freelance Consultant since 2001

- South Florida ColdFusion User Group Co-Manager

- Owner Fuse Developments, Inc and CrossTrackr, Inc.

What will we talk about?

- What are WebSockets?

- WebSockets in ColdFusion (10 and 11)

- How to use WebSockets in ColdFusion?

- Real world issues and workarounds

- Q & A

What is a WebSocket

WebSocket is a protocol providing full-duplex communications channels over a single TCP connection. The WebSocket protocol was standardized by the IETF as RFC 6455 in 2011, and the WebSocket API in Web IDL is being standardized by the W3C.

Source
http://en.wikipedia.org/wiki/WebSocket

WebSocket is a protocol for two-way communication with a remote host over TCP protocol exposed through JavaScript interface in HTML 5 compliant browsers. WebSocket facilitates communication between hosts in both the directions simultaneously.

Source
https://wikidocs.adobe.com/wiki/display/coldfusionen/What+is+WebSocket

MAGIC

WebSockets in ColdFusion

ColdFusion 10

- Support over defined port
  (8575)

- Flash fallback

- Set Max Data Size
  (1024 Kb)

- Connection Limit in
  Standard
  (100)

ColdFusion 11

- No Connection Limits

- Proxy Support
  Great when behind a firewall - can now
  accept connections on port 80

- SSL Support
  IE would not allow non secure connection
  if page is secure

- Cluster Support
  Enterprise Only

How to use …

- Enable in Admin

- Add 1 Line in your Application.cfc

- Use the cfwebsocket tag

- Write some JavaScript

DEMO

Real World Issues

- Network Connections

- Application Reload

- Server Uptime

DEMO

Q & A

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