

Realtime with WebSockets

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Adobe ColdFusion Summit 2014

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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