

# Integrating BlazeDS and ColdFusion

Adobe MAX 2009, October 4-7, Los Angeles, California

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- received degree in computer science in 2000
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- member of Team Macromedia / Adobe Community Experts since 2001
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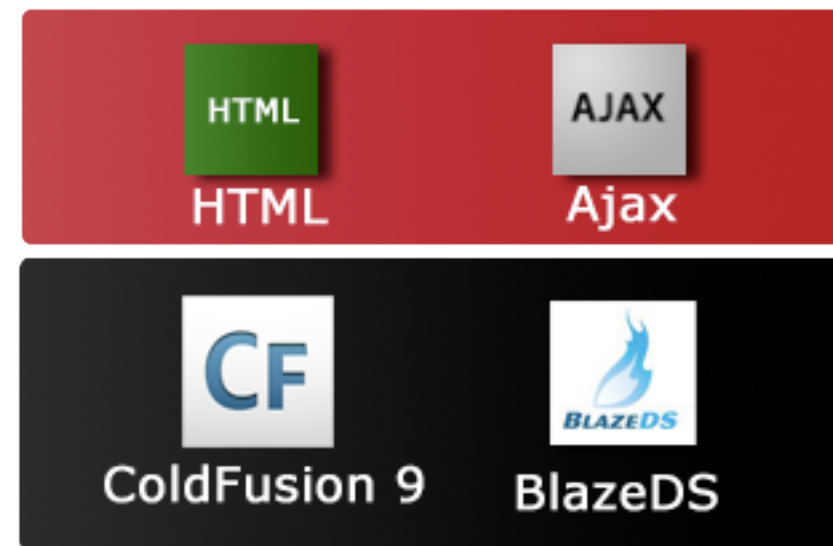


- understand what BlazeDS is and is not
- understand how BlazeDS and ColdFusion 9 are integrated
- understand one business case for BlazeDS and the MXML / ActionScript 3 code used
- stress free, hands-on participation

## Flex application



## Browser application





# What is BlazeDS?



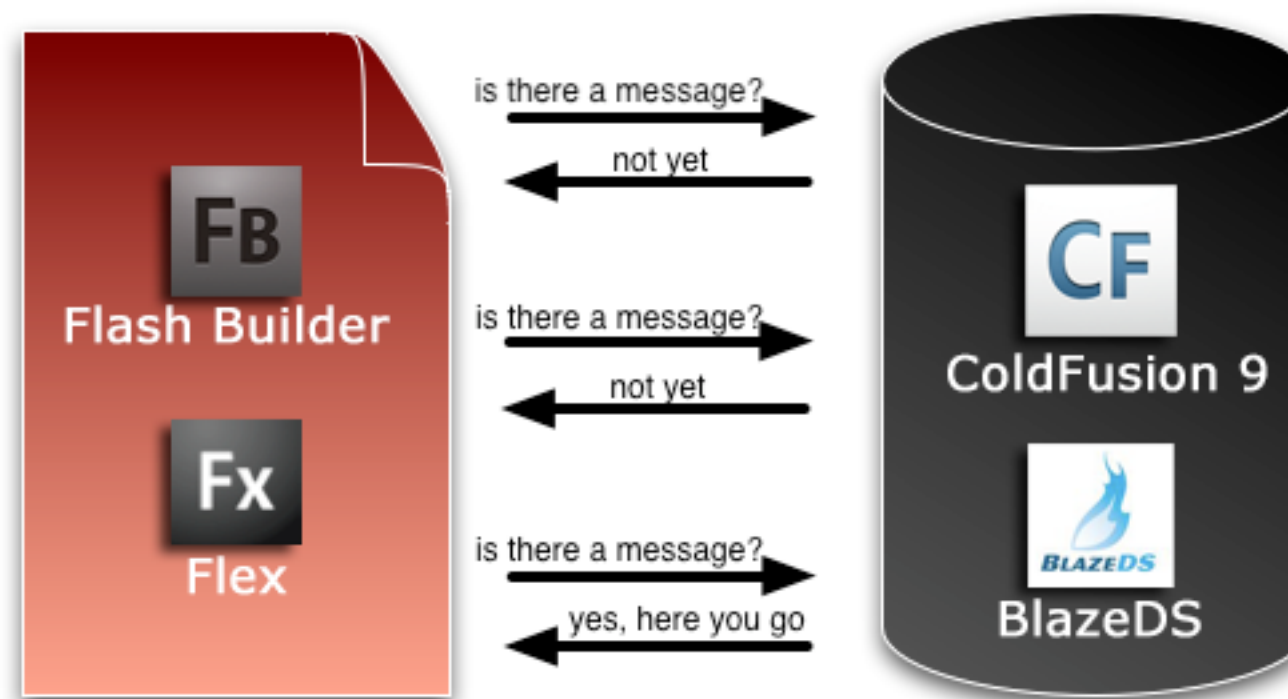
- BlazeDS is the server-based Java remoting and web messaging technology that enables developers to easily connect to back-end distributed data and push data in real-time to Adobe® Flex® and Adobe AIR™ applications for more responsive rich Internet application (RIA) experiences.\*
- components of BlazeDS
  - remoting
  - messaging
  - proxy
- AMF payload and AMF Serialization

\*from <http://opensource.adobe.com>

- pull – what you’ve grown to love (maybe)
  - HTTP request / response
  - Web Services
  - Remote Procedure Call (RPC) messaging pattern
- push – the “new hotness”
  - streaming
  - RTMP (Real Time Messaging Protocol)
  - RTMPT
  - RTMPS
  - Additional flavors (mostly for Flash Media Server)

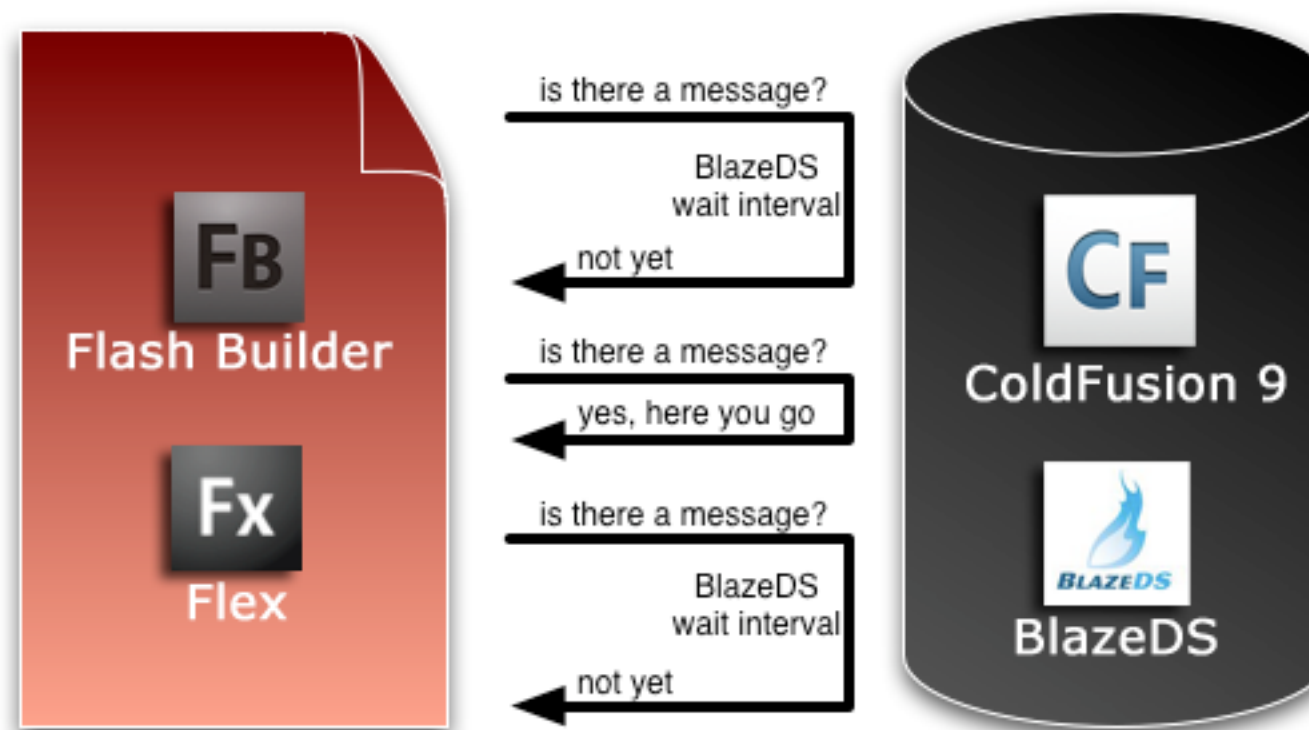
- asynchronous messaging pattern
- adapters include: cfgateway, actionscript, JMS (Java Messaging Services)
- publish and subscribe model (producers / consumers)
  - `<mx:Producer />`
  - `<mx:Consumer />`
- polling
- long-polling
- streaming

# Polling illustration





# Long polling illustration



# Messaging communication flow



- event gateways introduced in ColdFusion MX 7
- BlazeDS baked into ColdFusion 9 instead of LCDS Express
- use gateway type DataServicesMessaging
- `SendGatewayMessage(destinationID, message packet)`
- `onIncomingMessage(struct)`

# Building a real-world application



coding time

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- Open Source BlazeDS  
<http://opensource.adobe.com/blazeds/>
- BlazeDS Documentation  
[http://livedocs.adobe.com/blazeds/1/blazeds\\_devguide/splash.html](http://livedocs.adobe.com/blazeds/1/blazeds_devguide/splash.html)
- Mike Nimer on service location transparency  
<http://tinyurl.com/5s4k5w>
- Seth Hodgson on BlazeDS / LCDS channels  
<http://tinyurl.com/4xdsrc>



# Thank you!

I highly appreciate and value your honest feedback, so please fill out the lab survey!

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