

# CFJavascript

Welcome to the `cf_javascript` wiki! `cf_javascript` gives ColdFusion/JavaScript developers the means to add exciting new "push" features to web applications with the skills they already have, by leveraging the LiveCycle or Blaze DS service installed alongside ColdFusion 8, and the Flash 9+ player installed on the browser.

Using `cf_javascript` without a body embeds an invisible Flex application on your page. This application opens a connection to the LiveCycle server running alongside ColdFusion 8. Later when you call `cf_javascript` with a body, the JavaScript code in the body is sent in a message to the invisible Flex application (it is possible to target individual or sets of recipients too) which in turn uses the `ExternalInterface` API to create and call a JavaScript function containing your code in the browser.

## Documentation

At present the only documentation is in the header comments of the [tag source code](#).

## Live Demos

- A [simple chat](#) written in 45 lines of CFML.
- [Live record locking](#) - this could be very useful.
- A [Pong](#) simulation at 20 frames per second, driven by a ColdFusion thread.

## Download

The tag and samples are maintained in our Subversion repository - browse the code or check it out with your SVN client using these links:

- [trunk](#) for the latest bleeding-edge version
- As presented at [WebDU2009](#)