

ColdFusion - Transformation over the years



ColdFusion Roadmap

```
static void StartElement(void *voidContext,
                        const xmlChar *name,
                        const xmlChar **attributes)
{
    Context *context = (Context *)voidContext;
    context->state = STATE_ELEMENT;
    context->addTitle = true;

    // libxml end element callback function
}

static void EndElement(void *voidContext,
                      const xmlChar *name)
{
    Context *context = (Context *)voidContext;

    if (COMPARE((char *)name, "TITLE"))
        context->addTitle = false;
}

// Text handling helper function

static void handleCharacters(Context *context,
                            const xmlChar *chars,
                            int length)
{
    if (context->addTitle)
        context->title.append((char *)chars, length);
}

// libxml PCDATA callback function

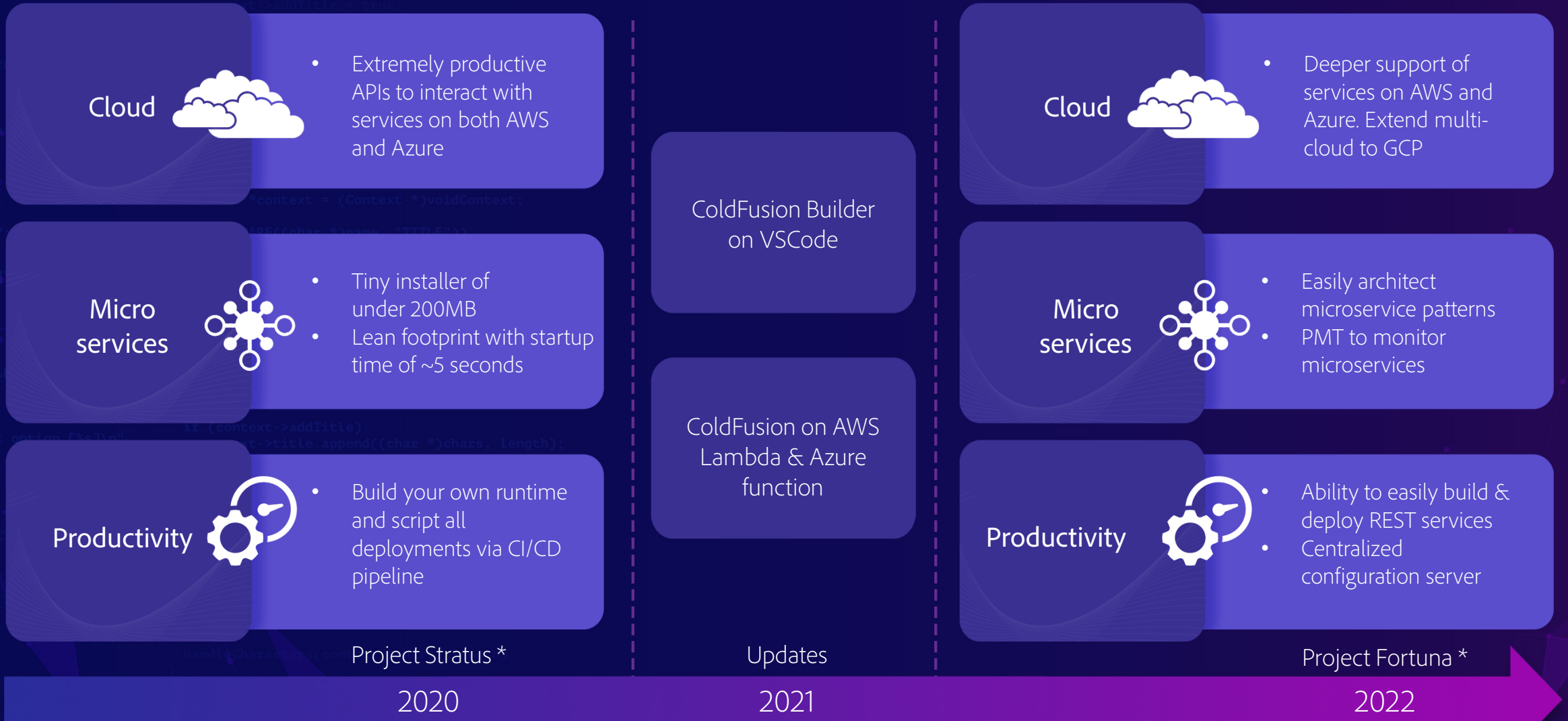
static void Characters(void *voidContext,
                      const xmlChar *chars,
                      int length)
{
    Context *context = (Context *)voidContext;
    handleCharacters(context, chars, length);
}

static void WriteData(void *voidContext,
                     const xmlChar *chars,
                     int length)
```

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* Every major release will include ColdFusion server and ColdFusion Builder

