

ColdFusion - Transformation over the years



ColdFusion Roadmap

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

// libxml and 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);
}

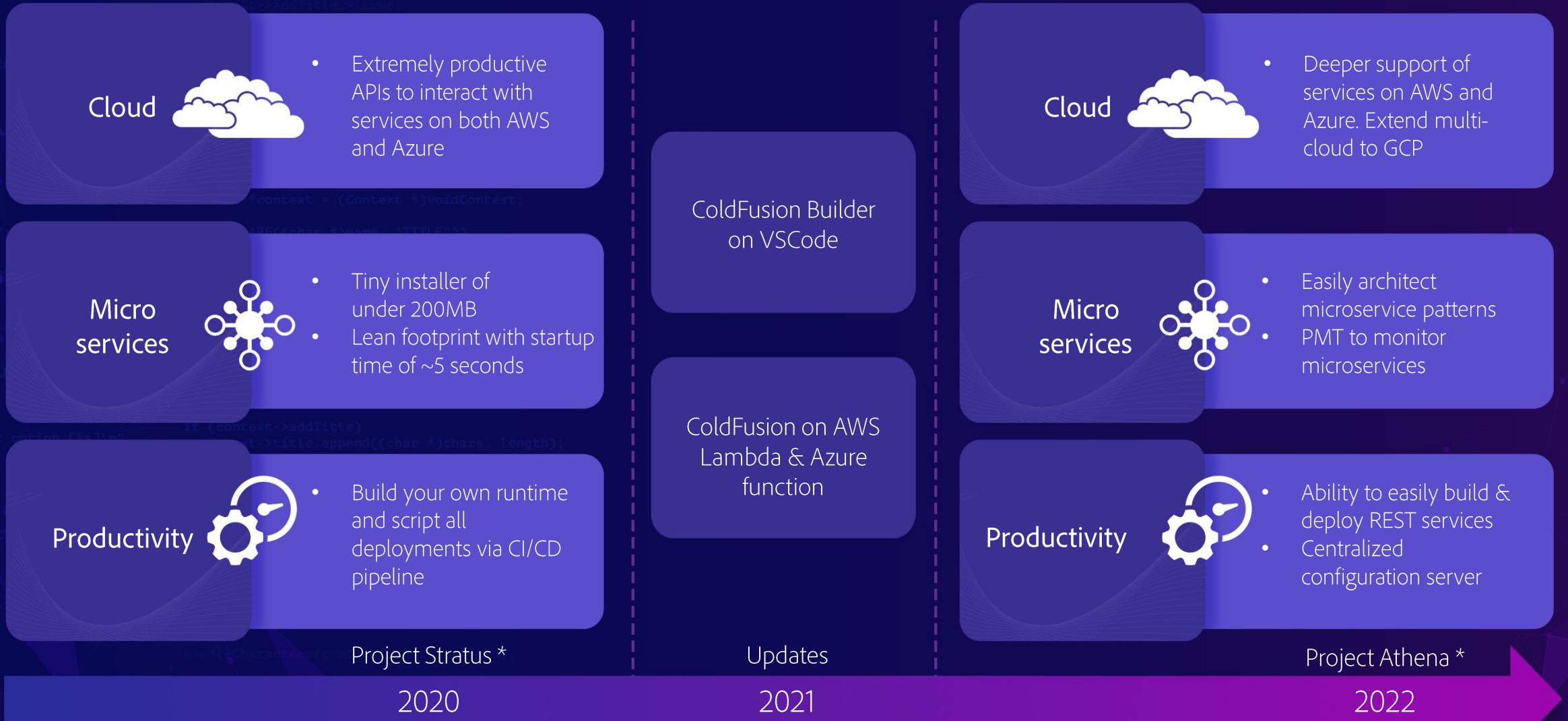
// libxml PCDATA callback function
static void Characters(void *voidContext,
                     const xmlChar *chars,
                     int length)
{
    Context *context = (Context *)voidContext;
    handleCharacters(context, chars, length);
}

static void writeContext(void *voidContext,
                       const xmlChar *data,
                       int length)
```

The intended future features described in this document are under consideration by Adobe and are not commitments for future products, technologies, or services. The roadmap is subject to change at Adobe Systems' sole discretion and Adobe Systems does not guarantee the features or release dates.



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* Every major release will include ColdFusion server and ColdFusion Builder

Adobe's commitment to ColdFusion

