

A Small Bug In AIR?

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Well, maybe. One of my co-workers, Andy Matthews, has been working on a small app, integrating **BlazeDS** with **ColdFusion** to push messages to an **HTML/AJAX** based **AIR** application. He and I spent several days configuring the server integration and piecing out the ins-and-outs of how the messaging works (big thanks to **Andy Powell** on this too). Andy (Matthews), coming from a design background, created this beautiful **chromeless HTML interface**, with a little **JQuery** magic thrown in to work with the bridge. That's where this possible bug reared it's ugly head.

The question is whether the bug is in AIR, or within the Flex/AJAX Bridge itself. Basically, if you've defined your *transparency* setting to *true*, within your *App.xml* file, then the *load()* method of the bridge will not call the function reference.

Andy has submitted the bug to Adobe. He also dropped Christian Cantrell and Ben Forta (hey, it's who he knows...) the following email about the issue:

Christian/Ben...

I believe that I've discovered a bug in AIR and I'm not sure who else to send this to.

I've been working on an HTML/JS based AIR application for my company using BlazeDS. I'd finally gotten everything working in a test environment when I went to port the working code into my already working transparent, custom chrome AIR app. Then it stopped working.

After debugging, I found the reason, or at least part of it. It appears that an AIR app which uses the *FDMSBridge.swf* provided by Adobe WILL NOT work when the app has transparency.

In my sample app ----- 1) I opened my sample code (without transparency), and compiled it. 2) I pushed a message to the gateway and the message was successfully received in the app. 3) I then changed the transparency setting in the *App.xml* file from false to true and recompiled the app. 4) I pushed another message to the gateway and received nothing.

In the final app ----- 1) Transparency was already set to true, so I compiled the app 2) I pushed a message to the gateway, and received nothing. 3) I then changed transparency to false, recompiled the app 4) Pushed a message and successfully received it.

Further, when the app first loads, it correctly displays the alert window when transparency is set to false, but not when it's set to true. -----

----- Here's a small code sample:

```
FDMSLibrary.load("FDMSBridge.swf", initBlazeDSCode);

function initBlazeDSCode() {
    alert('why me');
    var cs = new ChannelSet();
    cs.addChannel(new AMFChannel("cf-polling-amf", "http://domainname.com/flex2gateway/cfamfpolling"));
    consumer = new Consumer();
    consumer.setDestination("ColdFusionGateway");
    consumer.addEventListener("message", messageHandler);
    consumer.setChannelSet(cs);
    consumer.subscribe();
}

function messageHandler(e) {
    alert('got a message! I GOT A MESSAGE!');
}
```