Flash Form Debugging

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While I'm enjoying the power and especially the "look and feel" of the new flash forms interface I'm are a little frustrated with the lack of good debugging information. It would be nice if additional information could be ported into the Coldfusion debugging info at the bottom - or a perhaps a log file could be written. It's very hard to know what's going on. When a flash form is long it takes a while to compile anyway. Because I don't know how long it *should* take I end up sitting on my hands waiting for the little "initializing" to appear. If it doesn't I assume something has gone wrong internally and start looking at the code. That's not exactly slam dunk debugging.