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Transfer 1.0 Release Notes

The following outlines the compatibility issues, enhancements and bug fixes that have been made for the 1.0 Final release of Transfer.

Please see [Installation and Updating](#) on how to install and update your version of Transfer.

To determine the version of your install of Transfer, run the following code:

```
<cfoutput>  
#transferFactory.getVersion()#  
</cfoutput>
```

API Changes

- `listByWhere()` and `readByWhere()` have been removed due to the fact that the in line SQL arguments were a security concern.
It is recommended that `*byWhere()` operations are replaced with `*byQuery` TQL operations, or by hand writing the SQL to retrieve the requisite primary key from the database, and then passing that to a `transfer.get()` operation.
- TQL `transfer.com.tql.Query` object's method 'setParam' had the arguments named 'null' changed to 'isNull', to solve potential BlueDragon compatibility issues.

Enhancements

- Lots of performance improvements
- Improved memory management
- Composite ID configuration
- Transfer Transaction Support
- `cascadeSave()`, `cascadeCreate()`, `cascadeUpdate()`, `cascadeDelete()`
- Binary data support
- Added 'discardAll()' method
- New 'tablealias' attribute on `<object>` elements, for shorter generated table aliases
- Package and Order configuration elements can be declared in any order

- New <include> element in the Transfer configuration file, to include Transfer configuration.
- Ability to do multiple file configuration through the addConfigImport() method on the transfer.com.config.Configuration bean.
- The database owner can be specified in the <object> 'table' attribute
- The use of '[]', and '-' is now allowed in the <object> 'table' attribute
- The use of '.' is now allowed in the <object> 'sequence' attribute
- The use of '-' is now allowed in the <object> 'decorator' attribute
- Object meta data has a new function: hasProperty()
- New Transfer Method - visitObjectGraph()
- All generated Transfer methods now have hints, for better documentation.
- New SQL engine
- AbstractFactory implementation to allow for code differences between CF versions
- Offline documentation has been removed from the product, in favour of a online wiki, at <http://docs.transfer-orm.com>

Bug Fixes

- [Bug #to24](#) - DecoratorWriter :: hasDefinition() throwing error
- [Bug #to25](#) - Concurrency issue in lazy loading
- [Bug #to33](#) - Concurrency issue in Transaction::execute()
- [Bug #to2](#) - Replace isDefined with StructKeyExits for null value checks
- [Bug #to23](#) - ObjectWriter :: hasDefinition() throwing error
- [Bug #to5](#) - Random StackOverflows when using maxminutespersisted
- [Bug #to21](#) - Issue with cfthread in on* methods in Application.cfc
- Fixed bug where using a refresh-update or refresh-insert with a null value fails
- Fixed bug in TQL where the cfqueryparam should be using a timestamp not a date sql type
- Fixed bug where relative createObject() calls could result in weird CFC typing issues
- Fixed bug in TQL where a manytomany join would be wrong in particular orders
- Fixed a concurrency bug in createGUID()
- Fixed mysql bug where PK's were truncated by the CAST
- Fixed bug where if Transfer was invoked on Session of Application End in Application.cfc, it would fail
- Fixed bug where infinite loop could occur inside the caching code
- Fixed issues in JavaLoader which could prevent Transfer running on CF8
- Fixed bug where running lazy loads on a discarded TransferObject could fail
- Fixed bug where same named columns could cause weird population issues
- Fixed outer/inner join bugs in TQL
- Fixed bug where ObjectNotFoundException in discardbyClassAndKey() should be caught, but wasn't
- Fixed bug in createGUID() so it works on 64bit platforms
- Fixed bug in discardBYClassAndKey() wouldn't upper case GUID and UUID primary keys, and therefore, they wouldn't be discarded
- Removed use of Thread.sleep() in createGUID() as it can cause the Windows bug where the system clock goes backwards under high load.

- Fixed bug with CLOB support in Oracle.
- Fixed bug where Structs with null values would cause *ByProperty Operations to fail
- Fixed bug where lazy loaded manytomany collections could be updated with no values, if they weren't yet loaded

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