

## ColdFusion Bug: CFTRACE and \_CF\_NODEBUG=true

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Here is a interesting bug I ran into today while using **CF No Debug**. If you use the `<cftrace>` tag with the `_cf_nodebug` parameter set to true, the tag will throw the following error:

Variable DEBUGGER is undefined.

In ColdFusion, the `<cftrace>` tag is implemented in CFML via the pre-compiled `WEB-INF/cftags/trace.cfm` template. Now, this is simply a guess, but I bet that `trace.cfm` uses the `IsDebugMode()` function to determine if it should attempt to write trace info to the debugging query. Possibly something like the following:

```
<cfif IsDebugMode()>
<cfset factory = CreateObject("java","coldfusion.server.ServiceFactory")>
<cfset debugger = factory.getDebuggingService().getDebugger()>
<!--- add trace data to debugger --->
</cfif>
```

As I **previously noted** there is a bug with `IsDebugMode()` where it returns true when using `_cf_nodebug = true`, even though the debugging service is disabled. If something like the above code is used in `trace.cfm`, `IsDebugMode()` would return a false positive when `_cf_nodebug` is true and the ColdFusion `ServiceFactory` would return null for the debugger variable. When a null value is assigned to a ColdFusion variable it can lead to the undefined error we see in this case.

I've logged a bug with Adobe for this, but it is something to look out for if you use **CF No Debug** and start seeing "Variable DEBUGGER is undefined" errors.