

PerlScriptGenerator

Download

Download the bsfperl.jar from <http://bsfperl.sourceforge.net> and put it into the WEB-INF/lib directory of your webapp. If you want to rebuild your Cocoon you should copy it also to the lib/local directory of your Cocoon sources, otherwise the JAR will be lost after the build.

Add the "script" generator to your sitemap and register the BSFPerl engine with BSF

```
<map:generators>
...
<map:generator name="script"
  src="org.apache.cocoon.generation.ScriptGenerator">
  <add-languages>
    <language name="perl" src="net.sourceforge.bsfperl.PerlEngineImpl">
      <extension>pl</extension>
    </language>
  </add-languages>
</map:generator>
</map:generators>
```

Add a match which calls the script generator to your sitemap

```
<map:match pattern="hello.pl">
  <map:generate src="hello.pl" type="script">
    <map:parameter name="userName" value="Perl Lover"/>
  </map:generate>
  <map:serialize type="xml"/>
</map:match>
```

Perl script (hello.pl)

```
use strict;

#
# a bean scripting framework object,
# $bsf, is provided to us by bsfperl.
#

#get the output String buffer
my $bsf_output = $bsf->lookupBean("output");

#get the Parameters object
my $bsf_parameters = $bsf->lookupBean("parameters");

#get the value of the parameter "key" defined in the sitemap
my $username = $bsf_parameters->getParameter("userName");

#generate xml
$bsf_output->append("<xml>" . "Hello, " . $username . "!" . "</xml>");
```

(tested with 2.1.8)

See Also

*PythonScriptGenerator
*ScriptGenerator in Cocoon 2.1