CGT 353: Principles of Interactive and Dynamic Media

Shared Objects

How Shared Objects are Different from Cookies:

- They do not expire by default.

- By default, they are limited to a size of 100 KB each.

- They can store simple data types (such as String, Array, and Date).

- They are stored in a location specified by the application (within the user's home directory).

- They are never transmitted between the client and server.

- **Note:** You can create multiple shared objects or multiple points of data within shared objects.

Creation - Generic:

```
SharedObject.getLocal("objectName" [, pathname]): SharedObject
```

Creation - Specific:

```
public var mySO:SharedObject;
mySO = SharedObject.getLocal("preferences");
```

- This creates a file on the client's machine called **preferences.sol.**

- The term *local* refers to the location of the shared object. In this case, Flash Player stores the SharedObject file locally in the client's home directory.

- When you create a shared object, Flash Player creates a new directory for the application and domain.

- It also creates an empty *.sol file that stores the SharedObject data. The default location of this file is a subdirectory of the user's home directory.

Specifying a Path:

- You can use the optional *pathname* parameter to specify a location for the [SharedObject](#) file. This file must be a subdirectory of that domain's SharedObject directory.

```
mySO = SharedObject.getLocal("myObjectFile","/");
```

- The "/" refers to the localhost directory
- Used to happen automatically…
- This is useful if you want more than one application on the client to be able to access the same shared object.
- Not required for shared object implementation, but can solve certain issues by including it.

Adding data:

- You add data to a [SharedObject](#)'s *.sol file using the `data` property of the SharedObject object.

```
sharedObject_name.data.variable = value;
```

Example:

```
public var mySO:SharedObject;

mySO = SharedObject.getLocal("myObjectFile","/");


public var currentUserName:String = "Reiner";
public var itemsArray:Array = new Array(101,346,483);
public var currentUserIsAdmin:Boolean = true;


mySO.data.userName = currentUserName;
mySO.data.itemNumbers = itemsArray;
mySO.data.adminPrivileges = currentUserIsAdmin;

mySO.flush();
```