

## 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();
```