Using Shared Objects in Flash forBookmarking

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Flash SharedObjects For Bookmarking

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Who we are?

- Works at Assurant in Miami, FL as a Senior Instructional Developer.
- Flash developer for 2 years.
- Obtained Flash Designer certification last year, working on Developer certification.
Who we are?

- Works at Assurant in Miami, FL as a Director of Client and Systems Learning.
- Been working in training for over 15 years.
Session Topics

• How we came to start using SharedObjects
• What is it?
• The Actionscript
• Limitations
• Example course with bookmarking
• Other uses
• Questions

Notes
Challenge

Our eLearning courses started to contain more information, causing longer completion times.

For those clients who didn't have an LMS to keep track of where a student left a course, the next time a course was opened, the student would have to start from the beginning.
Solution

A feature in Flash called SharedObjects!

It allows us to save any information we want, e.g. a location where a student left off in a course.

With this saved information, when a student restarts the course we can take them to the exact location where they left off.
What is a SharedObject?

SharedObject is a class used to read and store data on a user’s computer. They offer real-time data sharing between objects that are stored locally.

A SharedObject is similar to a browser cookie.
The Actionscript

Create/Read SharedObject

getLocal (name:String, [localPath:String], [secure:Boolean])

Examples:

var mySO:SharedObject = SharedObject.getLocal ("bookmark");

var mySO:SharedObject = SharedObject.getLocal ("bookmark", "/");

var mySO:SharedObject = SharedObject.getLocal ("bookmark", "/course");

var mySO:SharedObject = SharedObject.getLocal ("bookmark", "/course/file.swf");

var mySO:SharedObject = SharedObject.getLocal ("bookmark", "/", true);
The Actionscript

Save data to SharedObject

data:Object

Example:

mySO.data.lastLocation = "Scene1";
The Actionscript

Write data to SharedObject

flush ([minDiskSpace:Number])

Returns:

true - data successfully written
false - data not written
"pending" - user prompted to increase allotted space

Examples:

mySO.flush();

mySO.flush(500);
The Actionscript

Find SharedObject size

getSize() : Number

Example:

mySO.getSize();

Clear SharedObject

clear() : void

Example:

mySO.clear();
Limitations

Sometimes the Flash file won't be allowed to write data or the SharedObject can be deleted without your knowledge.

The user can specify in the Flash Player Settings how much space the Flash file is allowed to use. They can also deny any SharedObjects from being written for a specific domain or all domains.
Example Course

Notes
Discussion

Can you think of any other uses for SharedObjects in your job?
Questions?
Contact Information

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