

Data Exchange Between JavaScript Calls

As explained on [JavaScript Type Mapping](#), JavaScript objects and properties will vanish when the script finishes. You can, however, use the global **session** object to store JavaScript objects between operation calls. This object exists for the duration of the [current session](#) (one request to the Designer), and can be accessed from any script during that session.

Example

Script 1	<pre>number = 42; session.number = number;</pre>
Script 2	<pre>answer = session.number + number;</pre>

Related Pages:

- [JavaScript Type Mapping](#)
- [Data Exchange Between JavaScript Calls](#)
- [Using Maps in JavaScript](#)
- [xUML Runtime Architecture and Transaction Concept](#)