Global variables can be used to share information between all channels. You can save anything in a global variable.

Keep in mind that multiple channels can access/change the information in a variable. You need to take care when saving sensitive data.

For instance, this example may screw things up for you.

- Global var "isExtensionFree" is true
- Channel 1 reads the var and checks if it's true.
- Channel 2 reads the var and checks if it's true.
- Channel 1 saves value false and transfers the call to destination (since variable was true)
- Channel 2 does the same thing since it read the var before channel 1 managed to change it.

This is a typical scenario in multi-threaded environments. We have made a quite simple solution for this. There are two different ways to call setGlobalVariable.

- Two parameters:
  - If setGlobalVariable is called with two parameters, the variable will be set to the second parameter.
  - If the second parameter is a zero length string, the variable will be deleted.
  - The routine will always return true.
- Three parameters -The third parameter will be used to validate that no changes have been made since the getGlobalVariable (pass the variable that you read).
  - If the third parameter agrees with the current value of the variable, the variable will be changed and the routine will return true.
  - If the third parameter does not agree with the current value of the variable, the variable will not be changed and the routine will return false.
  - If the variable does not exist and the third parameter is not a zero length string, the variable will not be set and the function will return false.
  - If the variable exists, the second parameter is a zero length string, and the third parameter agrees with the current value of the variable, the variable will be deleted, and the function will return true.

Example:

```
var value = getGlobalVariable("clients");
if (value == true)
{
  if (!setGlobalVariable("clients", false, value))
    console_log("error", "Someone changed the variable between my get/set!");
}
```

Synopsis

```
var bool = setGlobalVariable("variableName", "string/object or number");

var bool = setGlobalVariable("variableName", "string/object or number", "optional value check");
```

See also

- getGlobalVariable