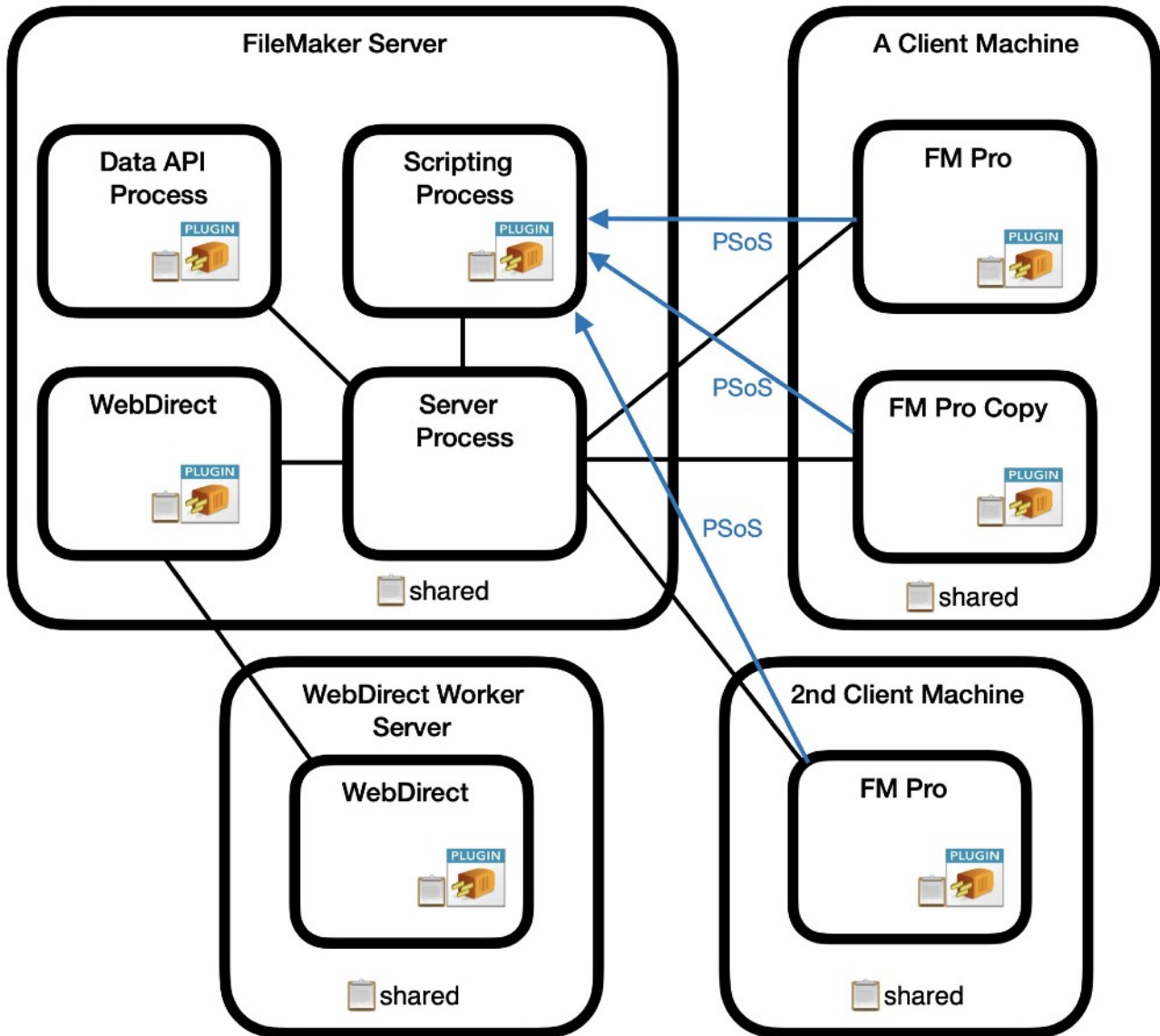


# Additional variable levels in FileMaker with MBS Plugin

You may know that FileMaker has variables within Let(), \$ variables in a script and \$\$ variables as per file globals. But [MBS FileMaker Plugin](#) provides higher levels. Our plugin based variables (see [FM.VariableSet](#)) stay in the process space of the current loaded plugin. But there is also shared memory to store something per computer, independent of the current application.



On a FileMaker Server you can have three times the plugin installed and also on each web direct worker. You may run one or more FileMaker Pro copy on a machine and each has plugin managed variables for itself. But they can also access the shared memory (see [SharedMemory.SetValue](#)) on the same machine and share variables.

A few interesting facts:

- Plugin managed variables are file independent and can be set/queried from everywhere. Your start file can set a few and other files later can query them.
- We allow you to list our variables. (See [FM.VariableNames](#))
- With PSoS one script can set a variable and a script triggered from another client can read that variable.
- Shared memory objects stay around, even if FileMaker process quits or crashes. Until you delete them or reboot the machine.
- We have atomic operations [FM.VariableAppend](#) and [FM.VariableAdd](#) to add something without other scripts messing up in-between reading and writing.
- Our [Mutex](#) functions can help to synchronize access to a resource on a machine.
- You can regularly store information in shared memory. If connection is lost and/or FileMaker crashes, you can find this information on the next launch and recover.
- In Data API, you can use PSoS to perform a script in the Server Script Engine and access the variables there.

Let us know if you have questions or more use cases.