

# Namespace



A namespace is an abstract container that can be used to [setVariable](#) over specific scopes.

Variables set in *one* namespace are not available in others, so the same variable name can be used in different namespaces.

- **missionNamespace**: Retains content while in the same mission, or upon mission *restores*. Content gets lost upon mission *restarts* or *retries*. This namespace is where "normal" global variables are stored, i.e. `missionNamespace setVariable ["tst","abc"]` is the same as `tst="abc"`.
- **uiNamespace**: Retains content as long as VBS is open. Switching missions or user profiles does not reset content.
- **parsingNamespace**: Same scope as `uiNamespace`.
- **profileNamespace**: Retains content for the current user profile, even after restarting VBS.

Instead of using [setVariable](#) & [getVariable](#), it is also possible to use [with](#) to assign or read variables:

```
uiNameSpace setVariable ["myString","abc"];
uiNameSpace setVariable ["myNumbers",123];

// is the same as
with uiNamespace do {
    myString= "abc";
    myNumbers = 123;
};

// and can be read via:
player sidechat (uiNameSpace getVariable "myString");
player sidechat str (uiNameSpace getVariable "myNumbers");

// or
with uiNameSpace do {
    player sidechat myString;
    player sidechat str myNumbers;
};
```