

SessionStore

September 4, 2026

SessionStore

Kind: Class

Source: [atloria-monorepo/libs/agent-core/src/session/session-store.ts](https://github.com/atloria-monorepo/libs/agent-core/src/session/session-store.ts)

Methods

Method	Signature	Returns
save	save(snapshot: SessionSnapshot)	void
load	load(id: string)	`SessionSnapshot
list	list()	SessionMeta[]
delete	delete(id: string)	boolean
latest	latest()	`SessionMeta
getMeta	getMeta(id: string)	`SessionMeta

Where it refuses work

- `SessionStore` stops the work with an early return when `!fs.existsSync(sessionPath)`.
- `SessionStore` stops the work with an early return when `!fs.existsSync(p)`.

When something fails

- `SessionStore` handles failure in 5 places: it turns it into a return value in 2, discards it silently in 2, and lets it reach the caller in 1. A failure discarded silently leaves no trace for whoever debugs this later.