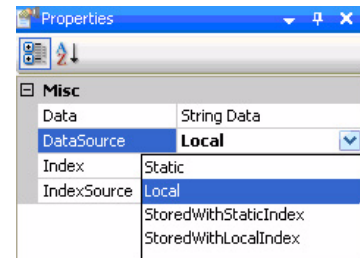


## DATASOURCE Option Definitions

Datasource is one of the properties in most functions. It is the most important property because it tells the program where to get the data to do whatever the function is to do.

### Static

It always stays the same (whatever you type for the “Data” property). This never changes--meaning it’s not a variable.



### Local

The data is pulled from one of three **local** variables (integer, string, or real). These are very temporary and are erased each time something new happens in the 820, and can hold only one piece of data at a time. It knows which of the three (integer, string, or real) based on the name of the function. This is the default place all things are stored, and if you want to move them to a permanent place (in the array) that is a separate step. If you select *Local*, the Data property is not applicable (only if Static or StoredWith**Static**Index).

### StoredWithStaticIndex

There are two key words here that you will see in another choice below. **Stored** and **Static**. **Stored** tells the 820 right away it’s from the array (one of three arrays: integer, real, or string; and you know which array based on the name of the function). **Static** means you know which spot in the array and it never changes (the list is from 1-1000) that you want to get the data from. You would have previously stored it to this spot. See “Static” above, meaning it never changes. In this case, it means the spot of the array never changes. The spot (1-1000) is typed in the Data property.

### StoredWithLocalIndex

There are two key words here, similar to the above choice. **Stored** and **Local**. **Stored** tells the 820 right away it’s from the array (one of three arrays: integer, real, or string; and you know which array based on the name of the function). **Local** means the spot in the array (1-1000 are the choices) is stored in the local variable. (One of those three very temporary variables that is the default of where data is stored. The number 1-1000 would be in the local integer variable.)