

# @STATIC

The **object parameter** attribute @STATIC is used to define the object to remain in the kernel knowledge base dataset when a project is started or created.

## Syntax

Place @STATIC in the data slot of the parameter

## Remarks

Only objects with the @STATIC attribute are left in the dataset of the knowledge base, all other are removed upon loading a [Quaestor](#) project. Is a convenient way to have datasets as knowledge in the knowledge base that can be used in project but are not copied to it. @STATIC objects can for instance be accessed by an [OPTIONS] scripts or through the [QUERY#\(\)](#) function.

Member of functional group: [Data management](#)

Member of knowledge base type: [Classic and general type](#), [Scenario type](#) and [Taxonomy type](#)

Quick links: [Function overview](#) | [Attribute overview](#) | [Constants overview](#) | [Dimensions overview](#)