"xyz"	Matches variable name xyz only.
"*xyz"	Matches variable names which end with xyz.
"xyz*"	Matches variable names which begin with xyz.
"*xyz*"	Matches variable names which contain xyz.
"abc*xyz"	Matches variable names which begin with abc and end with xyz.

matchStr may begin with the ! character to return items that do not match the rest of *matchStr*. For example:

"!*xyz"	Matches variable names which *do not* end with xyz.

The ! character is considered to be a normal character if it appears anywhere else, but there is no practical use for it except as the first character of *matchStr*.

variableTypeCode is used to further qualify the variable. The variable name goes into the output string only if it passes the match test and its type is compatible with *variableTypeCode*. *variableTypeCode* is any one of:

2: System variables (K0, K1 . . .)

4: Scalar variables

5: Complex variables

dfr is an optional data folder reference: a data folder name, an absolute or relative data folder path, or a reference returned by, for example, **GetDataFolderDFR**.

Examples

`VariableList("*",";",4)`	Returns a list of all scalar variables.
`VariableList("!V_*", ";",5)`	Returns a list of all complex variables except those whose names begin with "V_".
`VariableList("*",";",4,root:MyData)`	Returns a list of all scalar variables in the root:MyData data folder.

See Also

See the **StringList** and **WaveList** functions.

See **Setting Bit Parameters** on page IV-12 for details about bit settings.

vcsr

vcsr(*cursorName* [, *graphNameStr*])

The vcsr function returns the Y (vertical) value of the point which the specified cursor (A through J) is attached to in the top (or named) graph.

Parameters

cursorName identifies the cursor, which can be cursor A through J.

graphNameStr specifies the graph window or subwindow.

When identifying a subwindow with *graphNameStr*, see **Subwindow Syntax** on page III-92 for details on forming the window hierarchy.

Details

The result is computed from the coordinate system of the graph's Y axis. The Y axis used is the one used to display the wave on which the cursor is placed.

See Also

The **hcsr**, **pcsr**, **qcsr**, **xcsr**, and **zcsr** functions.

Programming With Cursors on page II-321.