

Local Storage



Local Storage Connector

Overview


The local storage connector is accessed from the **Connectivity** tab of the design [component palette](#):



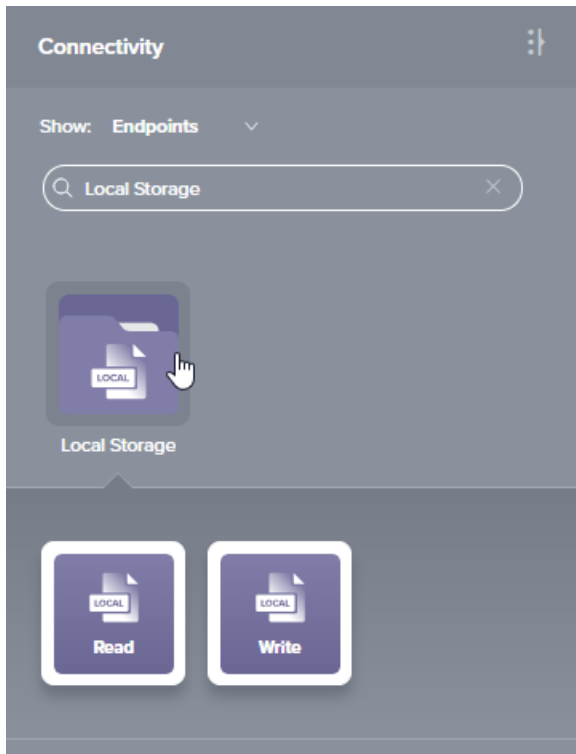
This connector is used to first configure a [local storage connection](#) for access to a machine running a Jitterbit Harmony Private Agent, and then to configure one or more local storage activities associated with that connection to use as a source or target within an operation or script:

- **Read:** Reads data from a local storage connection and is used as a source in an operation or called in a script.
- **Write:** Writes data to a local storage connection and is used as a target in an operation or called in a script.

Together, a specific local storage connection and its activities are referred to as a local storage endpoint.

 **CAUTION:** Local storage endpoints cannot be used with Cloud Agents.

Once a connection is configured, activities associated with the endpoint are available from the **Endpoints** filter:



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Jitterbit Cloud Studio

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Last updated: Nov 08, 2019

To use local storage, you must be using a Jitterbit Harmony Private Agent, and the local storage must reside on the machine where the Private Agent is installed.

In addition, you must have the Private Agent configured to allow local storage connections. By default, Private Agents are configured to *prevent* use of local storage. See [Enabling Local File Location](#) to change the default setting in the Private Agent configuration file to enable local storage connections.