How to Use Numeric Constants Tutorial

Functions -> Programming -> Numeric -> Numeric Constant

Functions -> Programming -> Numeric -> Math & Scientific Constants

Once you have opened up the block diagram of the VI that you want to add a constant to, open the Functions palette and select the Programming palette.

Within the Programming palette, select the Numeric palette .

Select the Numeric Constant function and place it in your block diagram.

After dropping the Numeric Constant function into your block diagram, the value should be highlighted and ready for you to change. If the contents are not highlighted, double click on the Numeric Constant function. This should highlight the value of the contents.

Once you highlight the contents, type in the desired numeric value you wish to use and wire it to the function(s) you want it to output the value to.

Notice that originally the Numeric Constant frame is blue indicating that it is an I32 type. However, if the value put into the contents is not an integer, the frame turns orange indicating it is a double type.

If you want to designate a specific numeric representation for a constant, right click on the function and under Change Representation, you should be able to select the desire numeric representation demonstrated here.

There is also has a set of special mathematical and scientific constants. These can be found under the Math & Scientific Constants palette which is located under the same palette as the Numeric Constant function.

You can find commonly used math constants in this palette such as pi and natural logarithm.

Math & Scientific Constants Palette