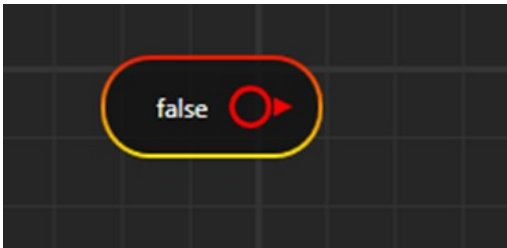


# Virtuoso Component Constant Library Working Details 1.0.0

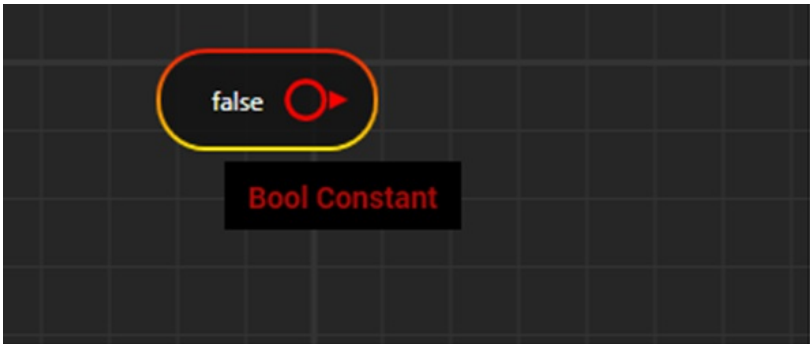
## BOOLEAN CONSTANT

### Case 1: Default Settings

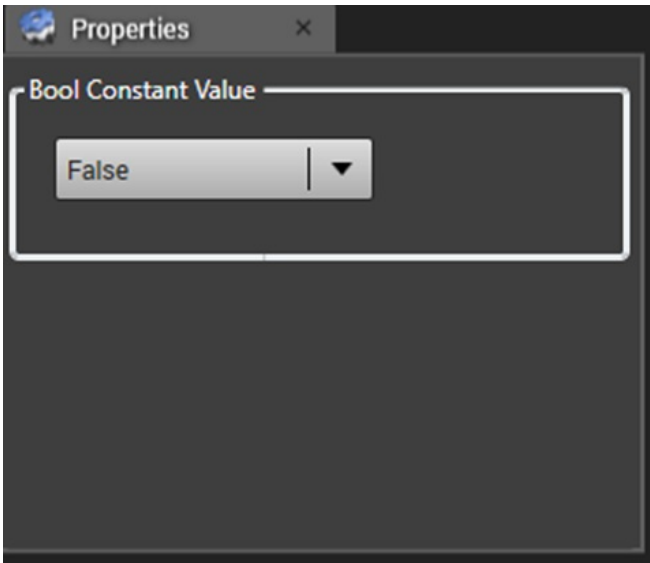
(A) Default Node Style



(B) On Mouse Hover: -control name can be seen on mouse hover



(C) Default Property Window



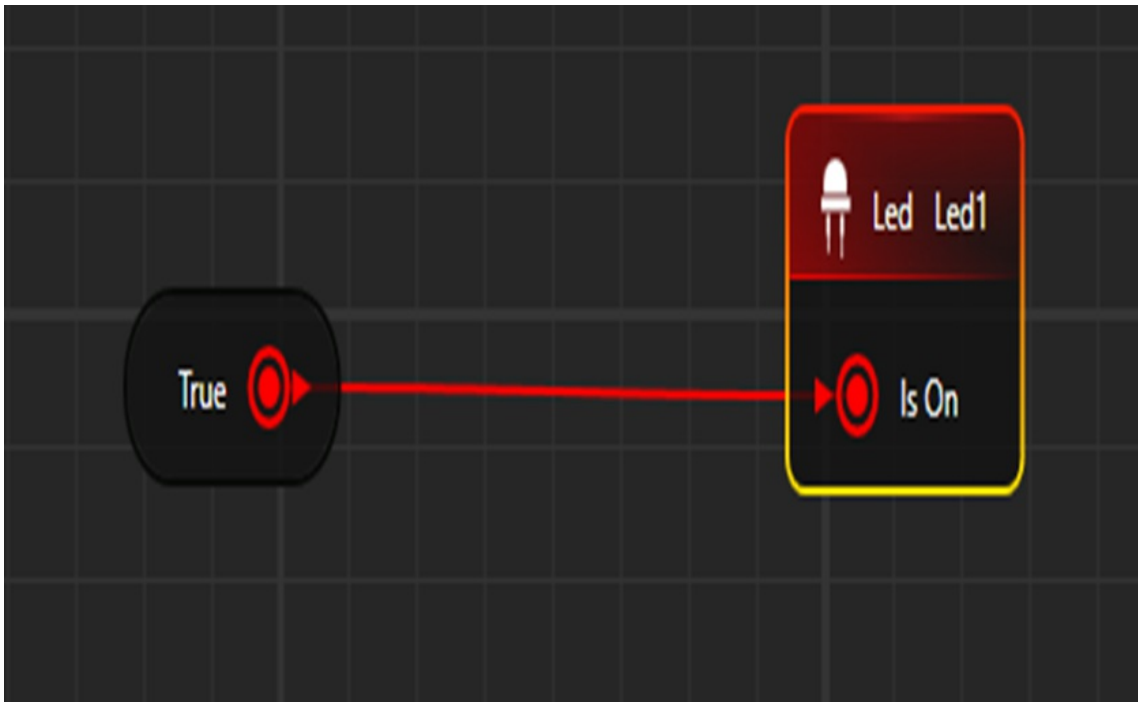
(D) Default Preview Window



**Note:- Bool Constant control will give value either “True” or “False”**

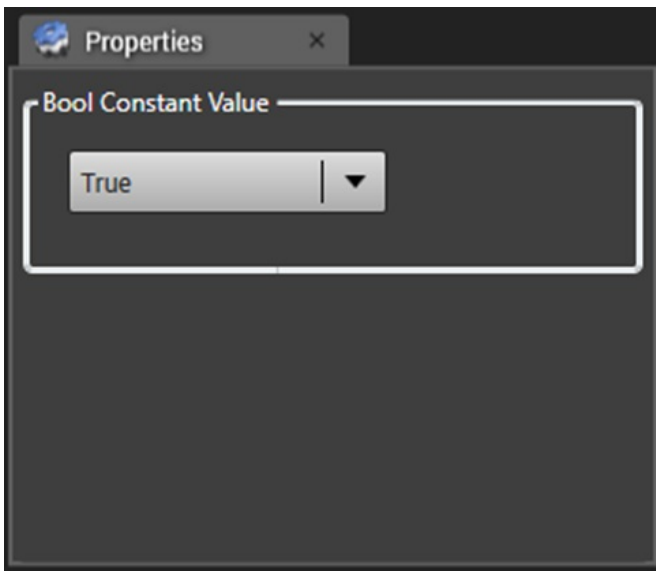
## **Case 2:-Testing of Bool constant Control**

### **(A) Default Control Setup**

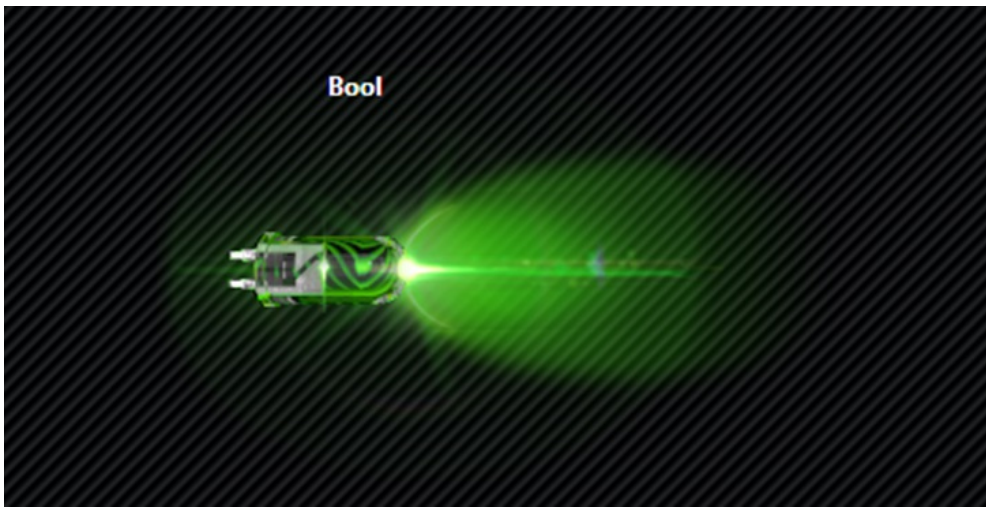


If value is “True” then Led control will be in on state, if it is “false” then Led will be in off state.

### **(B) Property Window**



### **(C) View in HOST**



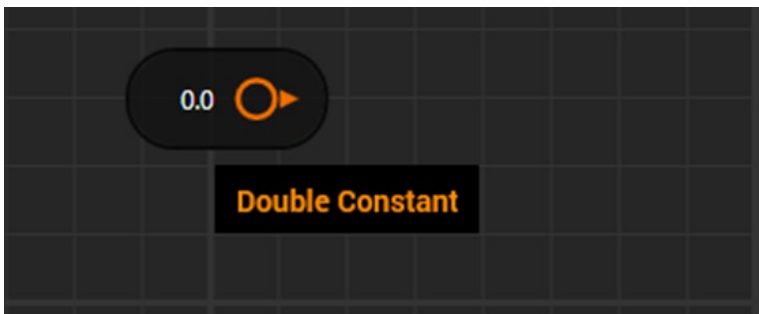
## DOUBLE CONSTANT

### Case 1: Default Settings

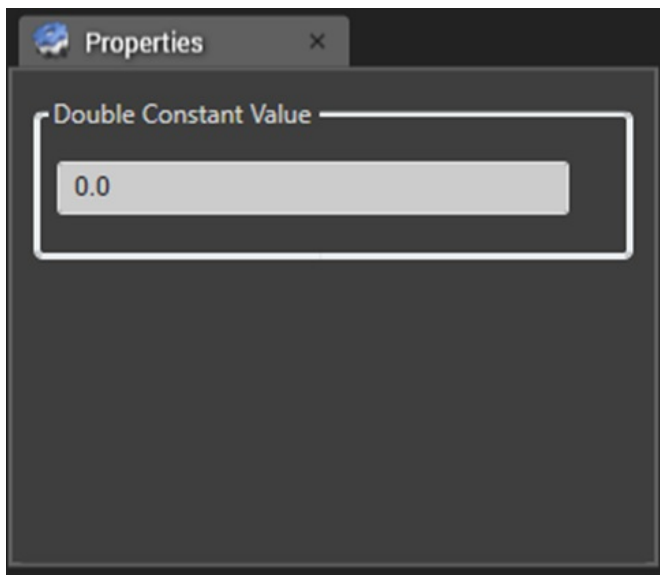
#### (A) Default Node Style



#### (B) On Mouse Hover:-control name can be seen on mouse hover

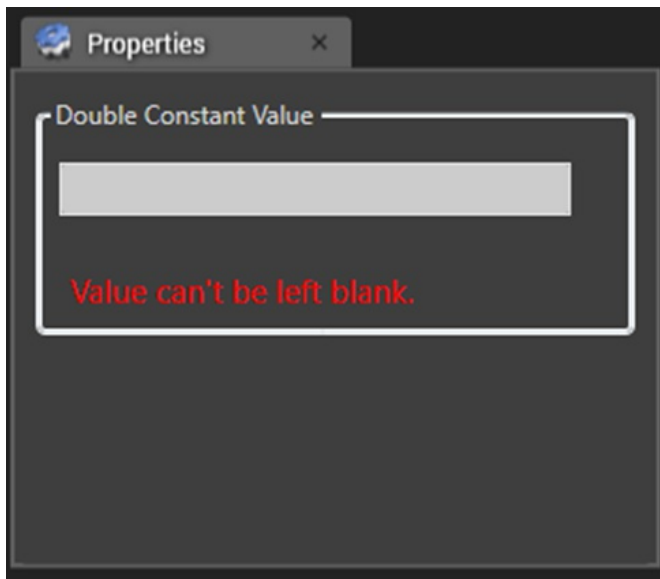


#### (C) Default Property Window

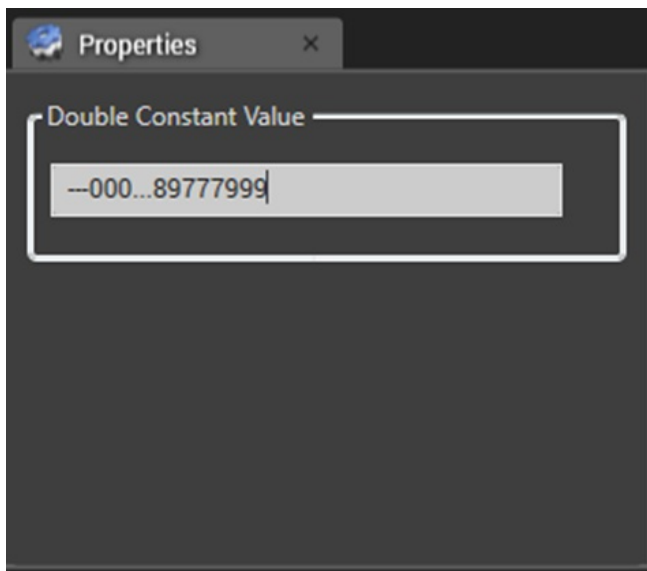


#### Features of Property Window

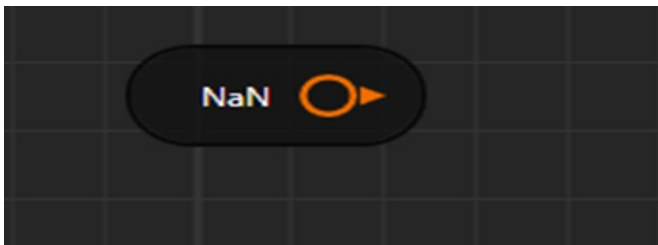
- (I) it will accept negative as well as positive values. It will also accept decimal.
- (II) If entered value is blank, then it will display message like below



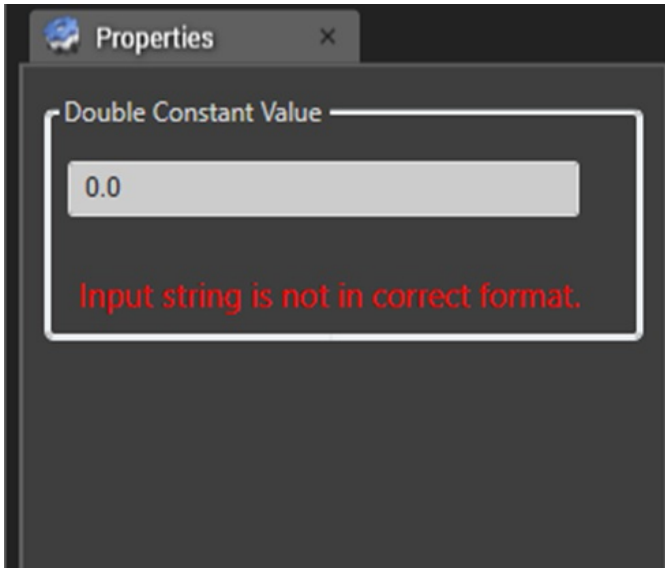
- (III) If entered value is wrong like below



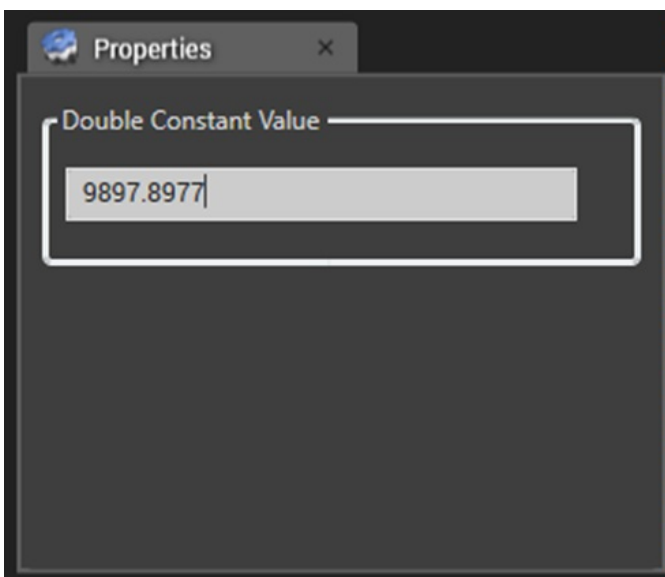
Then it will update the control with "NaN" like below



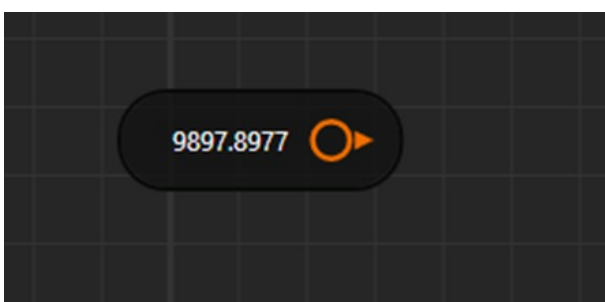
Also property window will show message like below



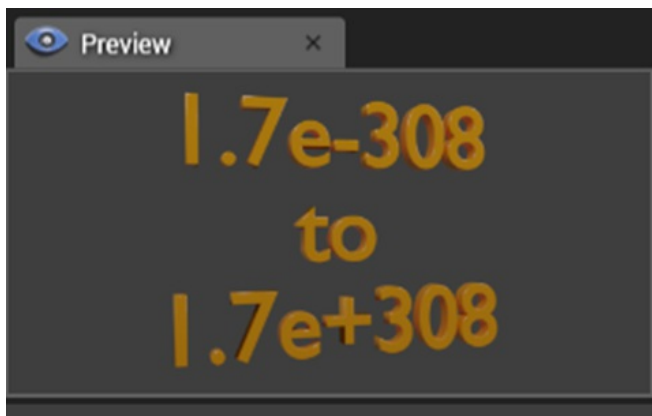
(IV) Value on control can be updated by either pressing “Enter” in the Textbox or moving the mouse out of the Textbox



Change in control



(D) Default Preview Window



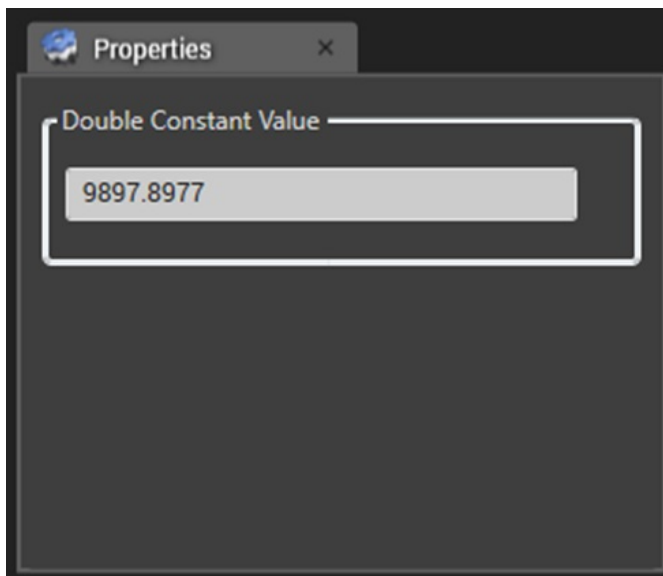
Note:- Double Constant Control will have value range b/w  $1.7E^{-308}$  to  $1.7E^{308}$

## Case 2:-Testing of Double constant Control

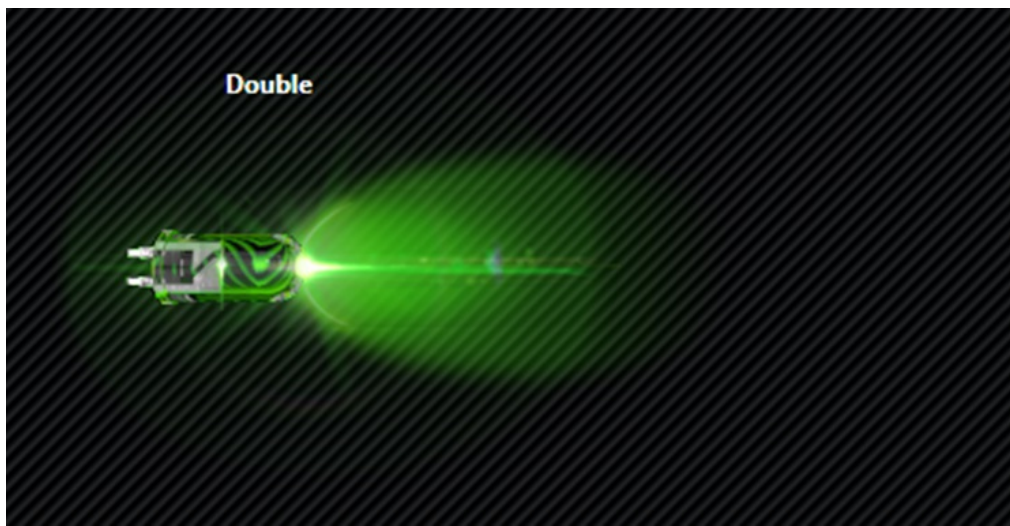
### (A) Default Control Setup



### (B) Property Window



### (C) View in HOST



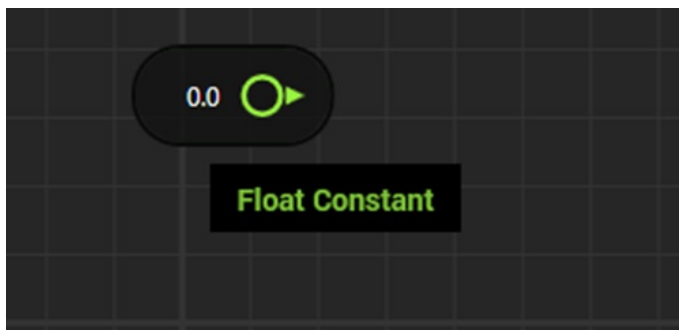
## FLOAT CONSTANT

### Case 1: Default Settings

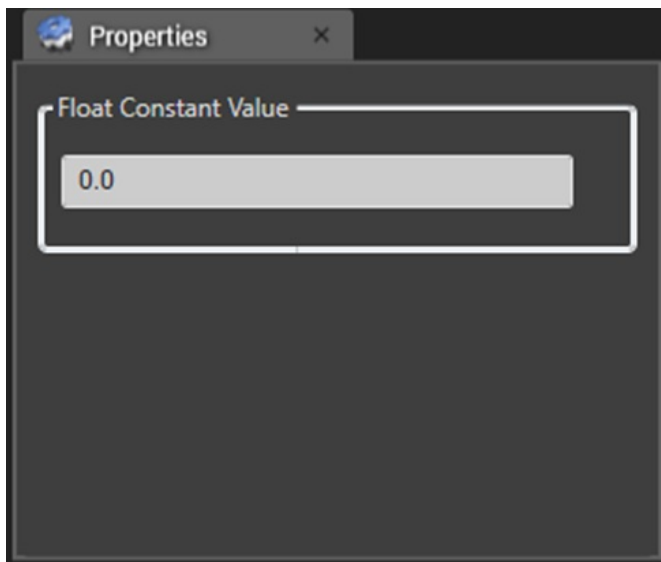
#### (A) Default Node Style



#### (B) On Mouse Hover:-control name can be seen on mouse hover

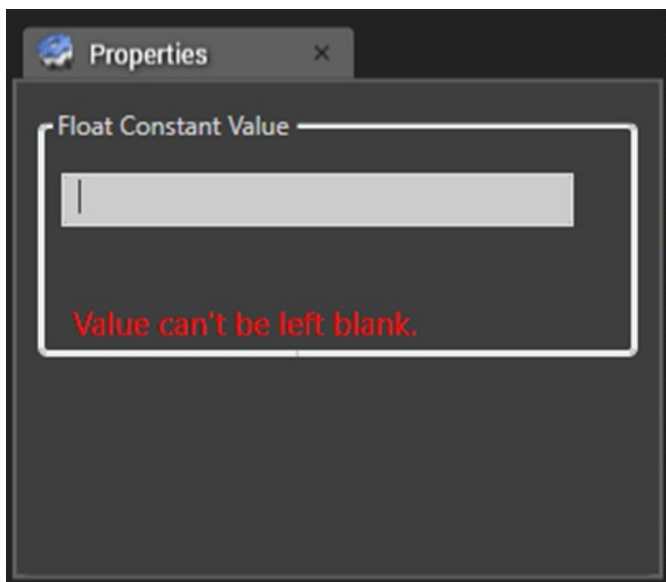


#### (C) Default Property Window

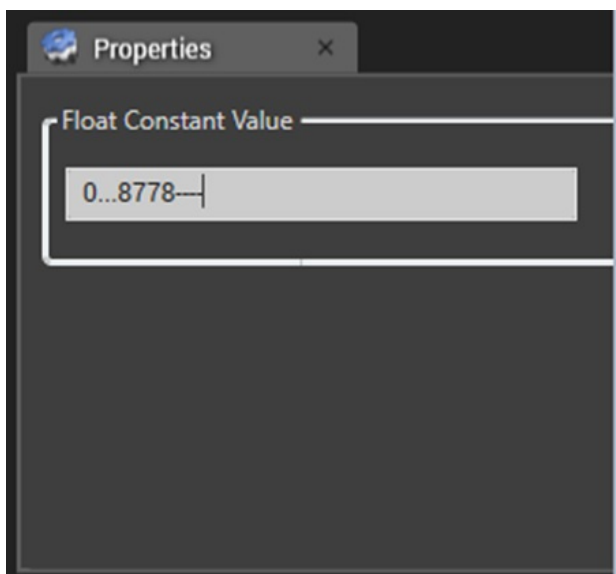


#### Features of Property Window

- (I) it will accept negative as well as positive values. It will also accept decimal.
- (II) If entered value is blank, then it will display message like below



- (III) If entered value is wrong like below

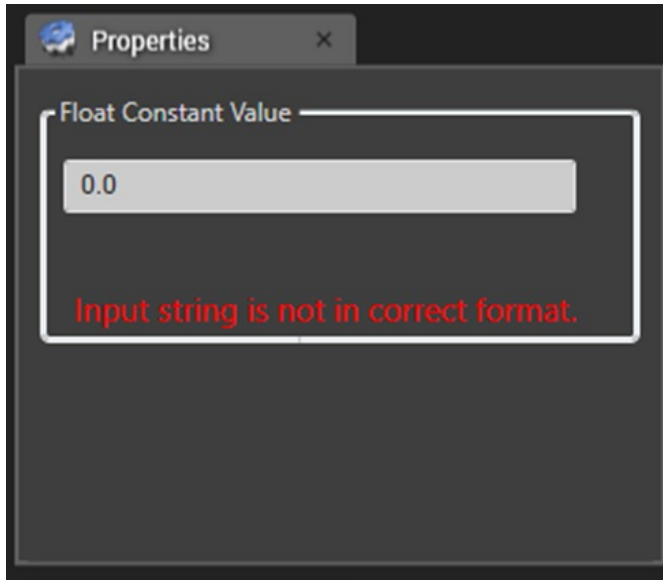


Then it will update the control with "NaN" like below

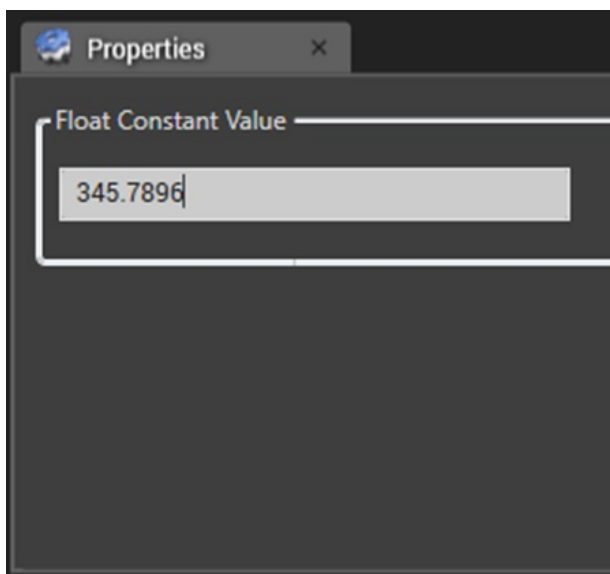




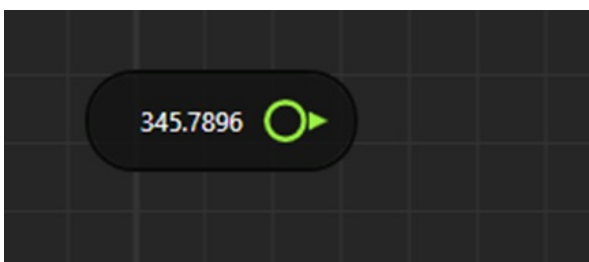
Also property window will show message like below



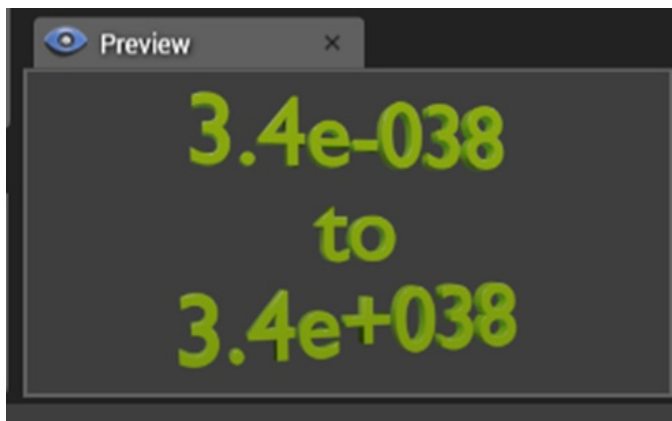
(IV) Value on control can be updated by either pressing “Enter” in the Textbox or moving the mouse out of the Textbox



Change in control



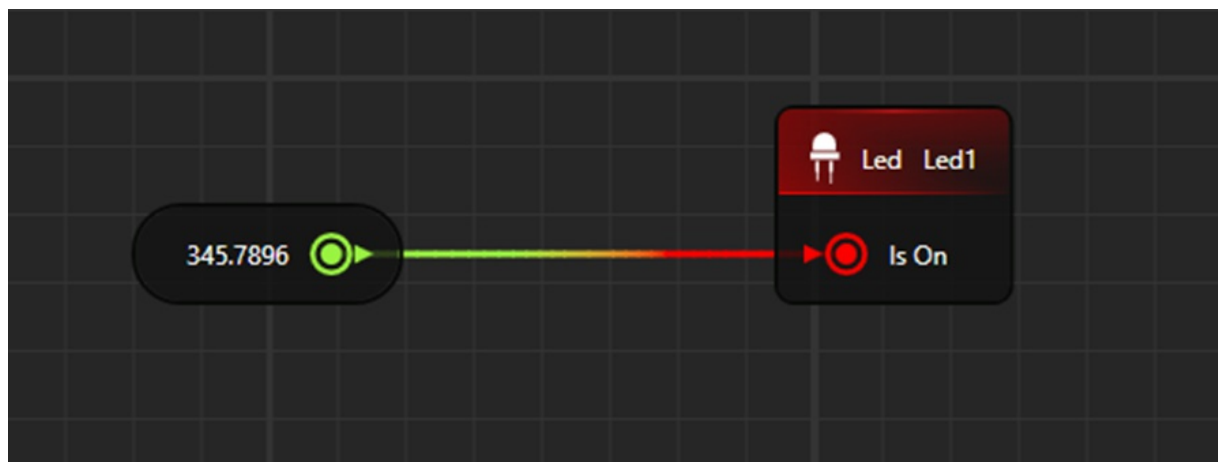
(D) Default Preview Window



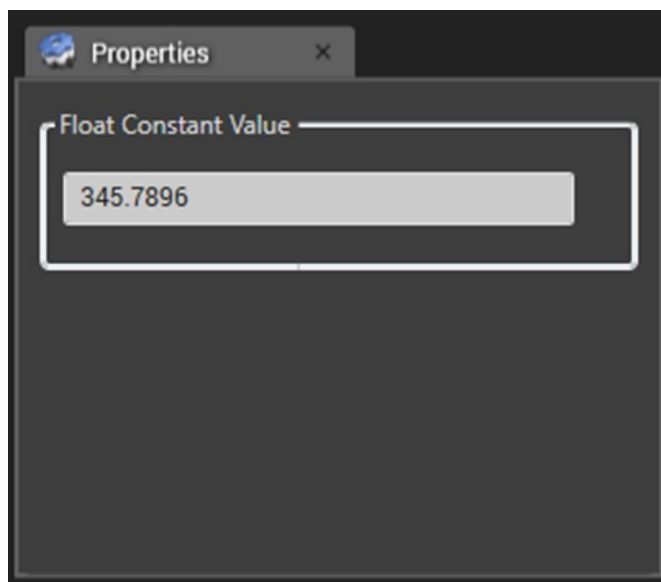
Note: - Float Constant Control will have value range b/w  $3.4E^{-38}$  to  $3.4E^{38}$

## Case 2:-Testing of Float constant Control

### (A) Default Control Setup



### (B) Property Window



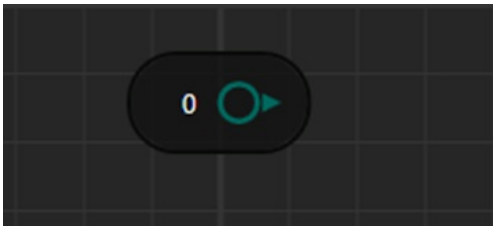
### (C) View in HOST



## Int8 CONSTANT

### Case 1: Default Settings

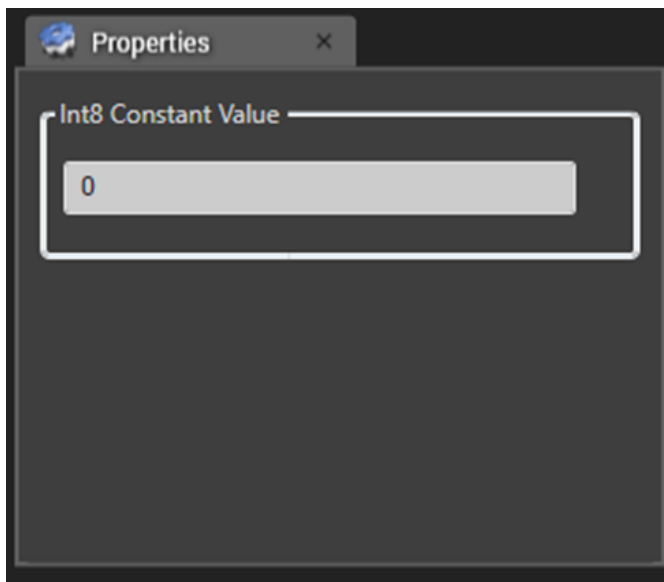
#### (A) Default Node Style



#### (B) On Mouse Hover:-control name can be seen on mouse hover



#### (D) Default Property Window



## Int16 Constant

### Case 1: Default Settings

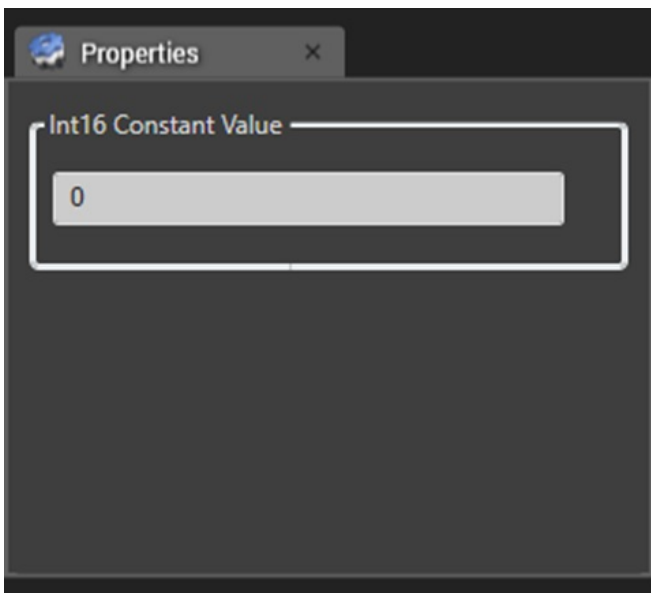
#### (A) Default Node Style



#### (B) On Mouse Hover:-control name can be seen on mouse hover

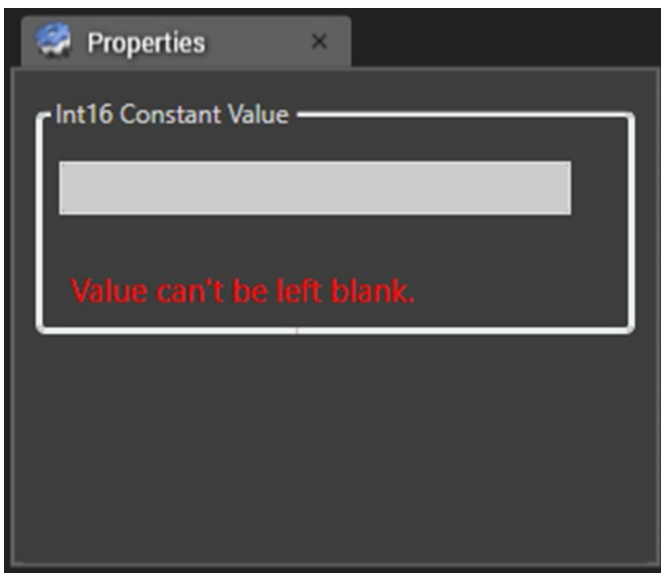


#### (C) Default Property Window

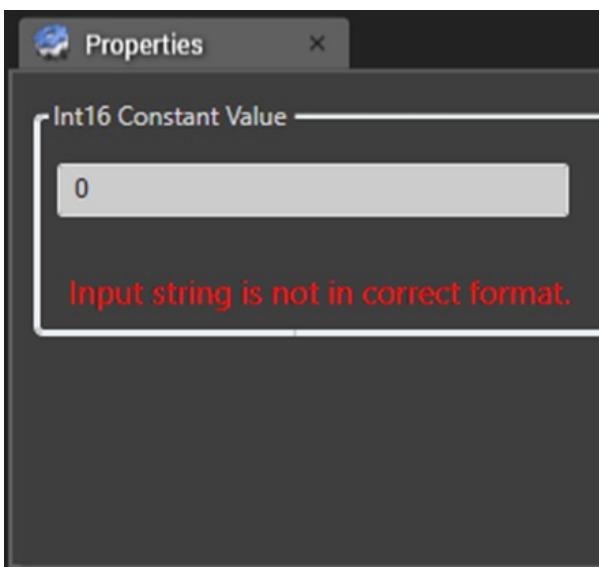


### Features of Property Window

- (I) it will accept negative as well as positive values. It will not accept decimal values.
- (II) If entered value is blank, then it will display message like below



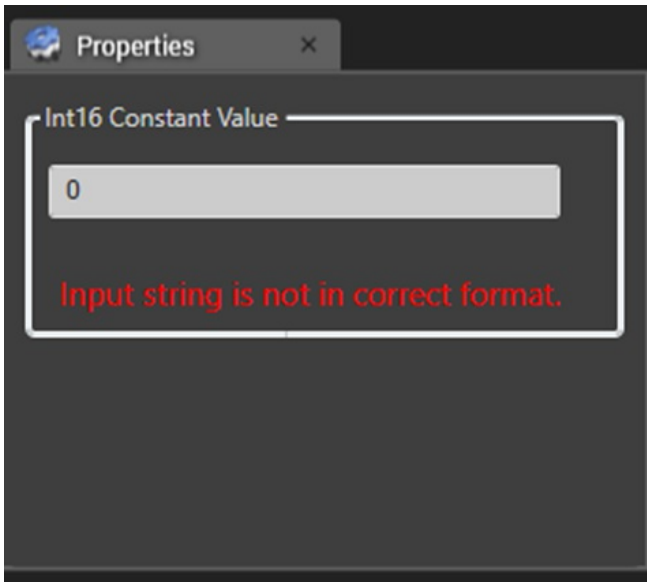
- (III) If entered value is wrong like below



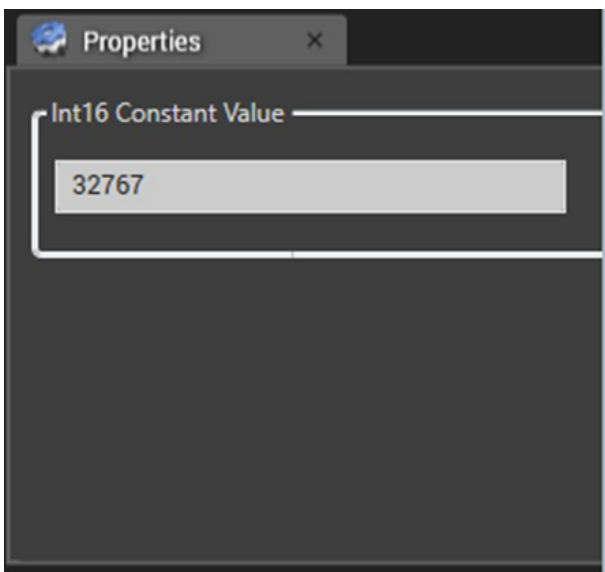
Then it will update the control with “NaN” like below



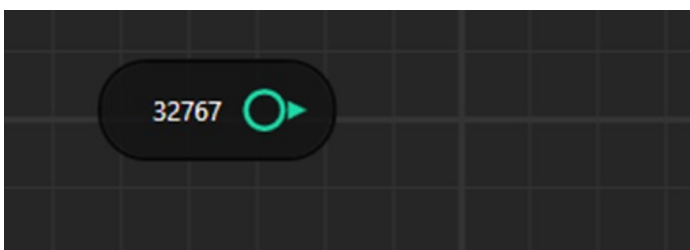
Also property window will show message like below



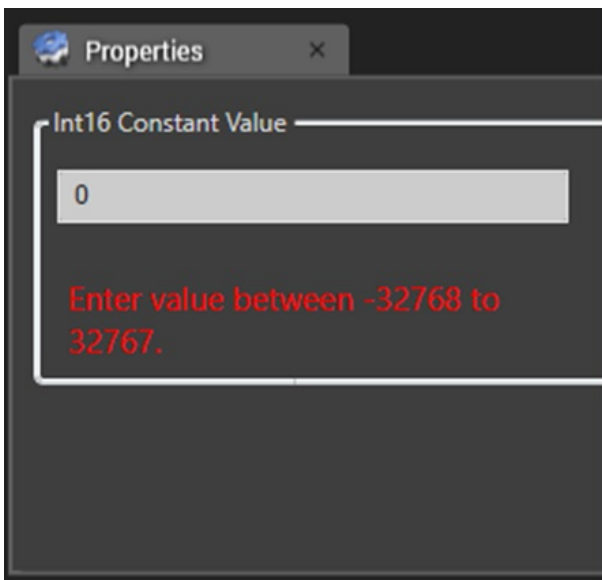
(IV) Value on control can be updated by either pressing “Enter” in the Textbox or moving mouse out of the Textbox



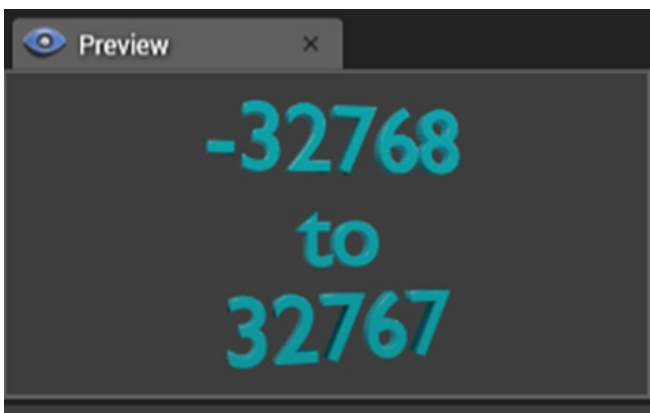
Change in control



(V) If entered value is more than the range of value then it will show following message



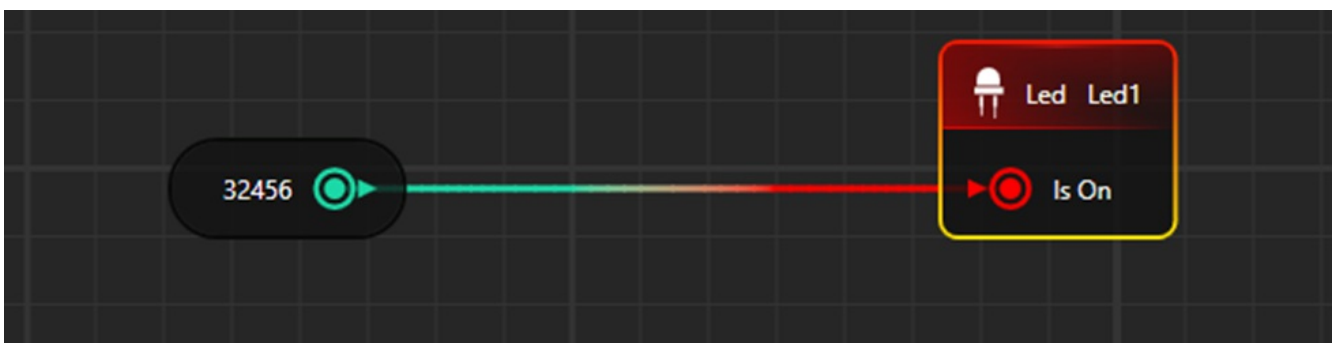
(D) Default Preview Window



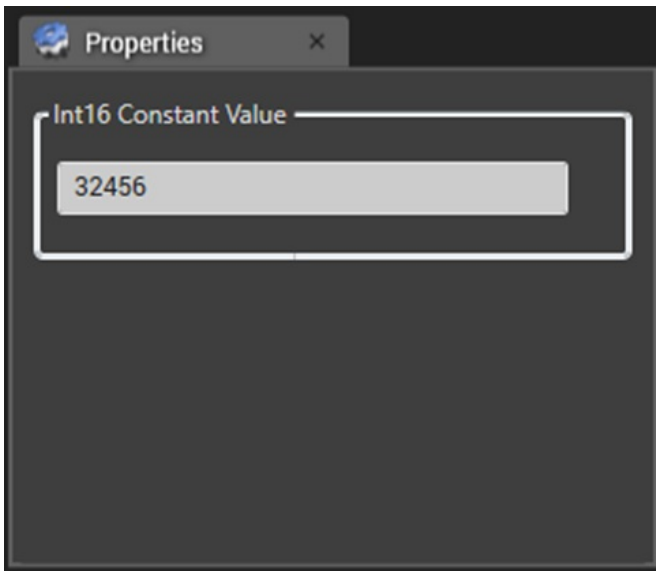
Note: - Int16 Constant Control will have value range b/w -32768 to 32767

## Case 2:-Testing of Int16 constant Control

(A) Default Control Setup



(B) Property Window



(C) View in HOST



## Int32 CONSTANT

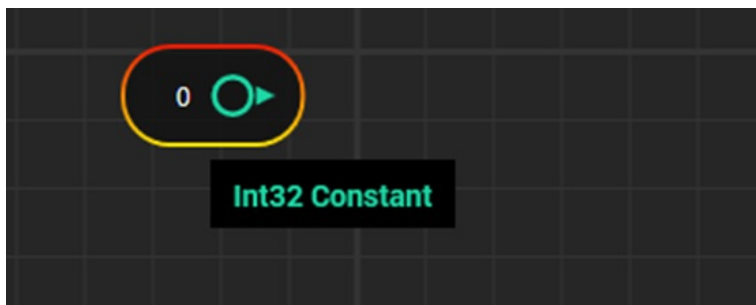
### Case 1: Default Settings

(A) Default Node Style

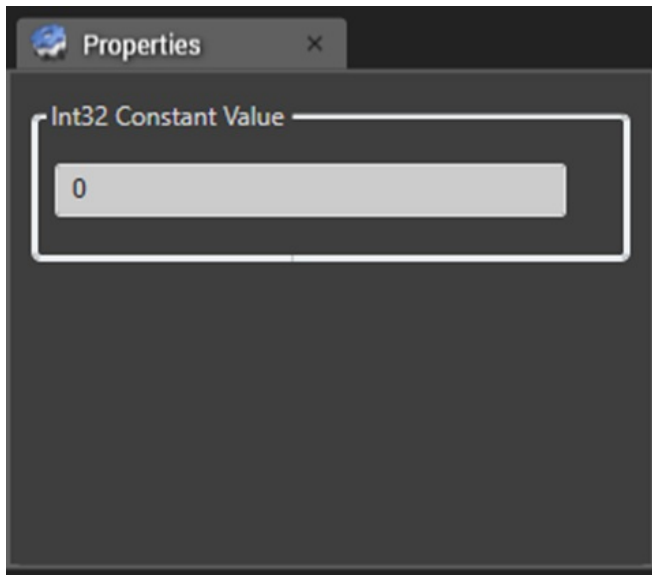


(B) On Mouse Hover:-control name can be seen on mouse hover



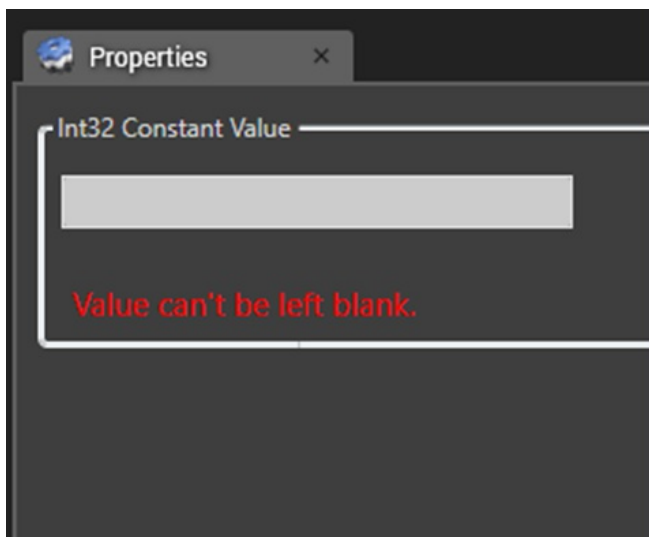


(C) Default Property Window

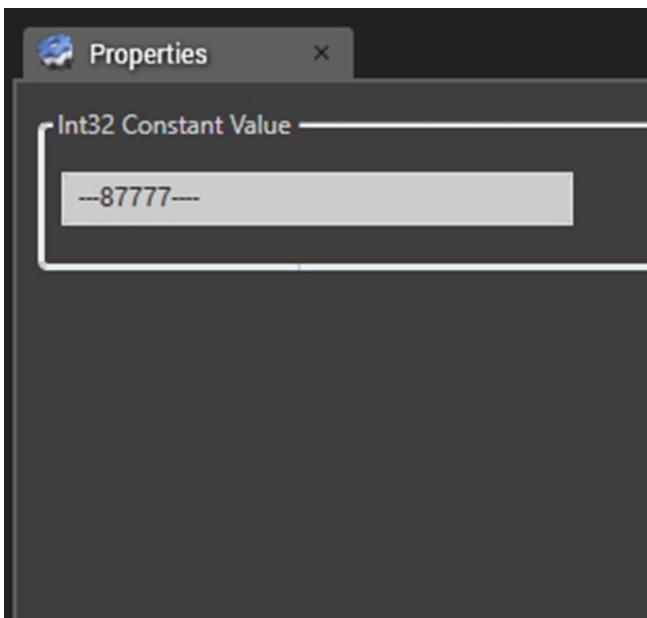


#### Features of Property Window

- (I) it will accept negative as well as positive values. It will not accept decimal values.
- (II) If entered value is blank, then it will display message like below



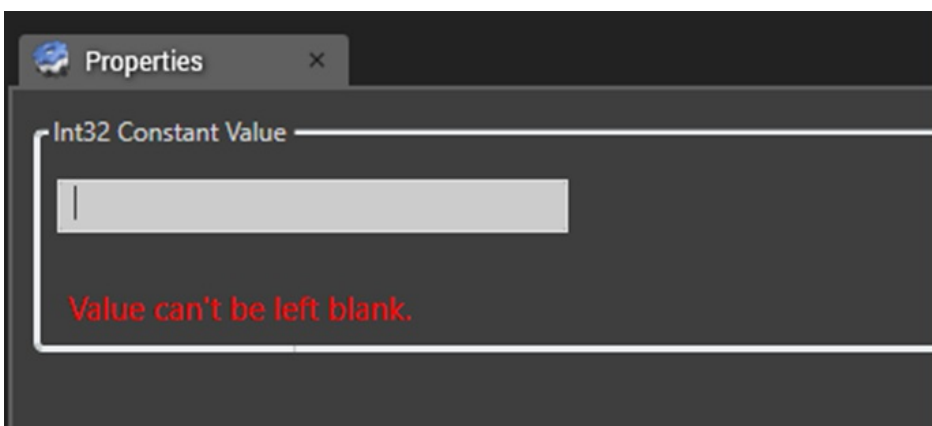
- (III) If entered value is wrong like below



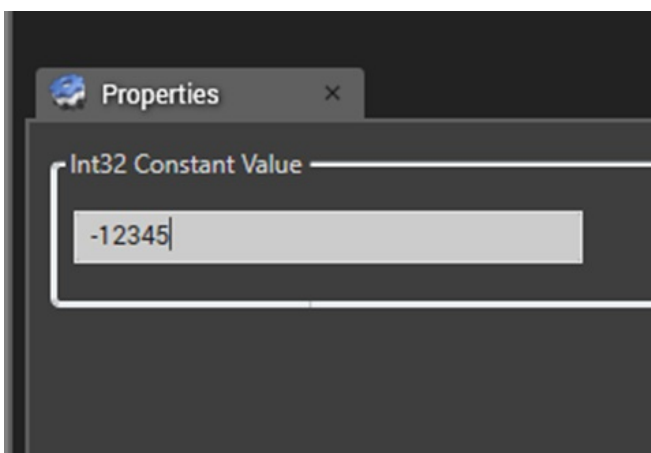
Then it will update the control with “NaN” like below



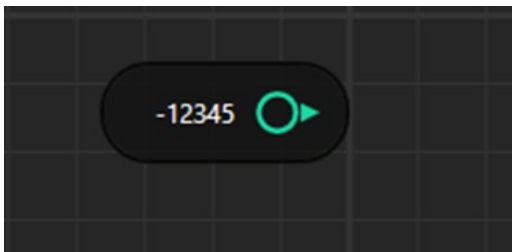
Also property window will show message like below



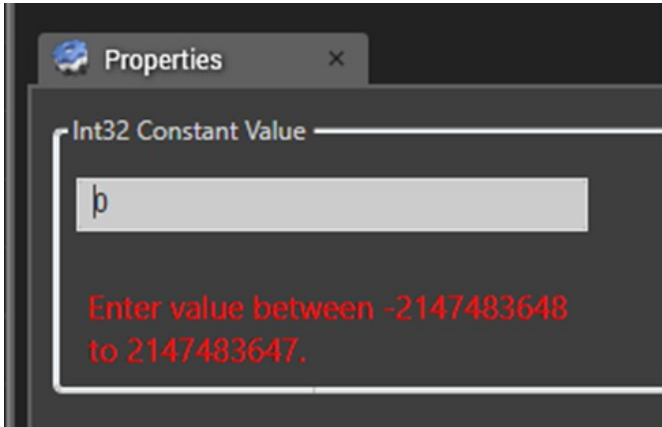
(IV) Value on control can be updated by either pressing “Enter” in the Textbox or moving mouse out of the Textbox



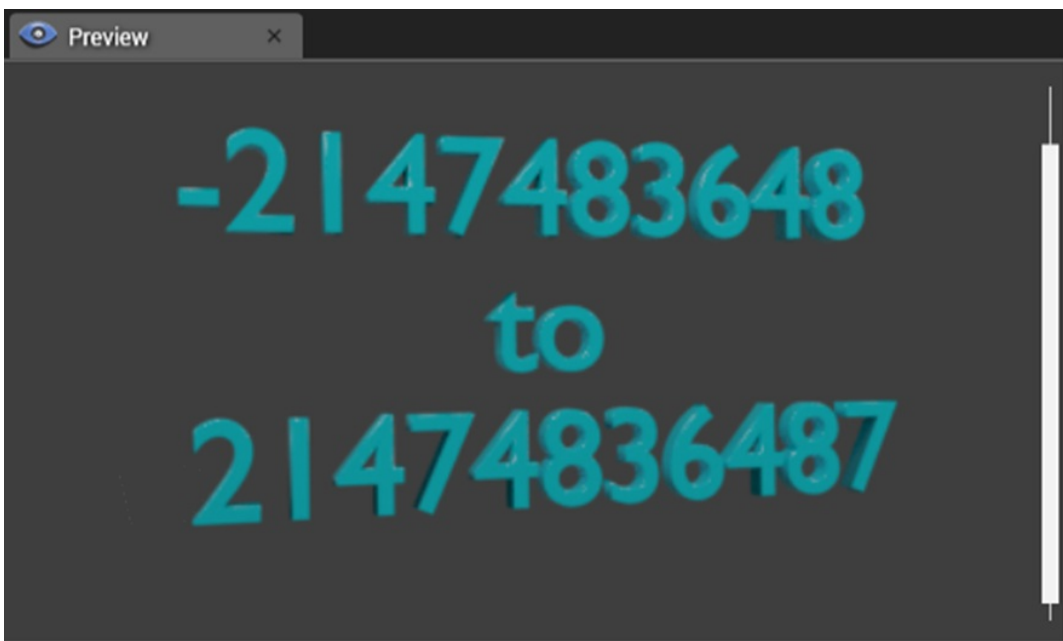
Change in control



(V) If entered value is more than the range of value then it will show following message



(D) Default Preview Window



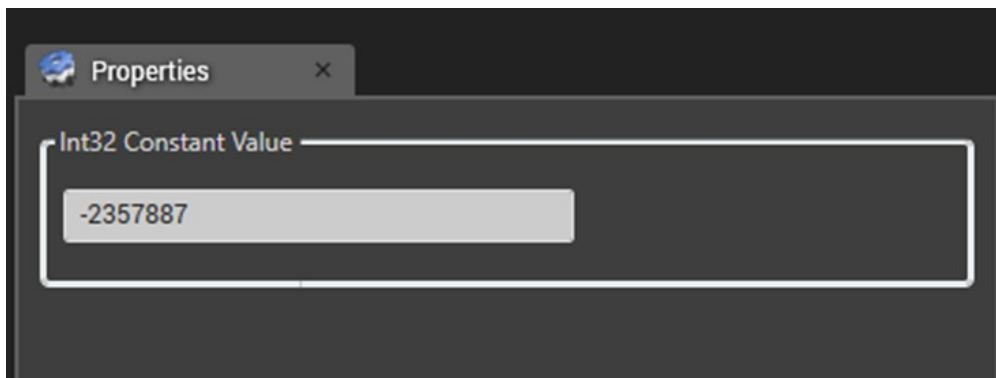
Note: - Int32 Constant Control will have value range b/w -2,147,483,648 to 2,147,483,647

Case 2:-Testing of Int32 constant Control

(A) Default Control Setup



(B) Property Window



(C) View in HOST



## Int64 CONSTANT

### Case 1: Default Settings

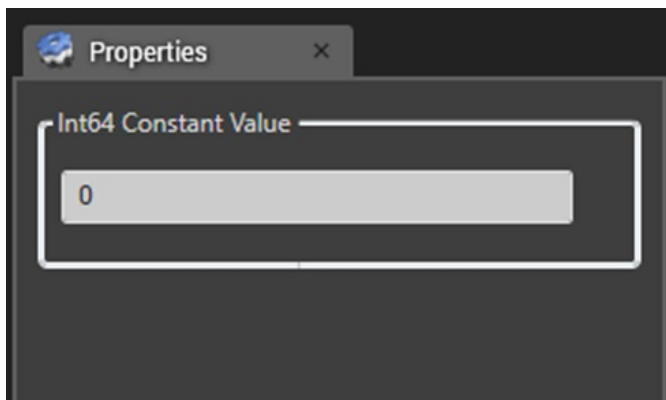
(A) Default Node Style



(B) On Mouse Hover:-control name can be seen on mouse hover

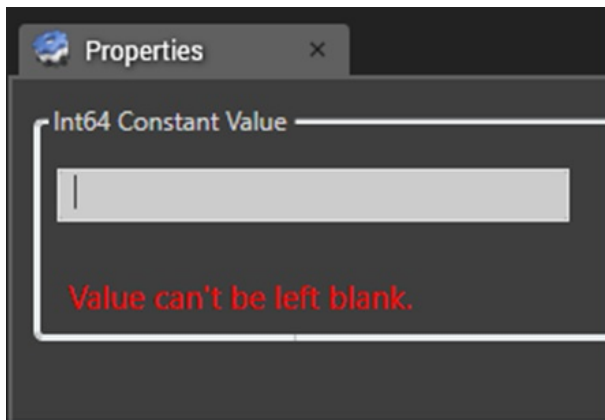


(C) Default Property Window

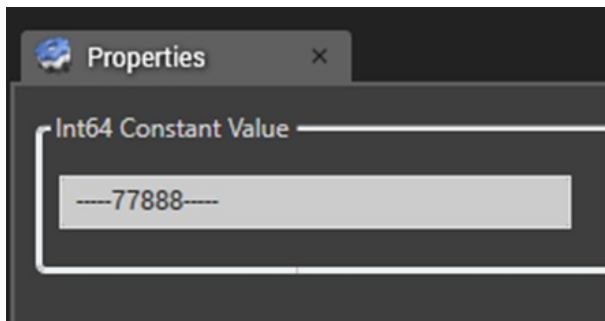


### Features of Property Window

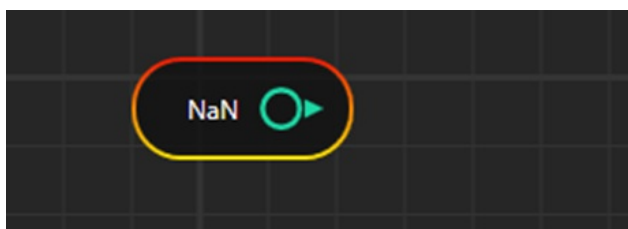
- (I) It will accept negative as well as positive values. It will not accept decimal values.
- (II) If entered value is blank, then it will display message like below



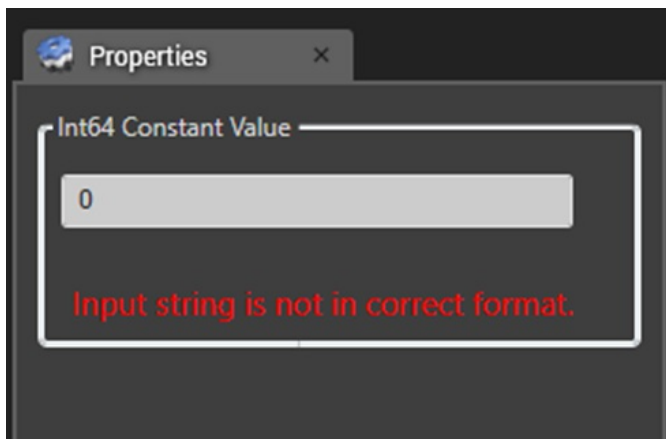
- (III) If entered value is wrong like below



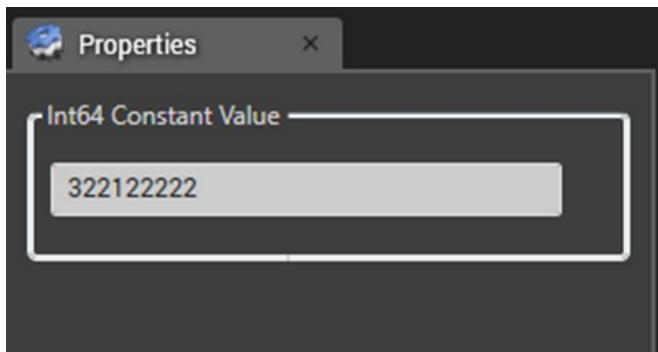
Then it will update the control with “NaN” like below



Also property window will show message like below



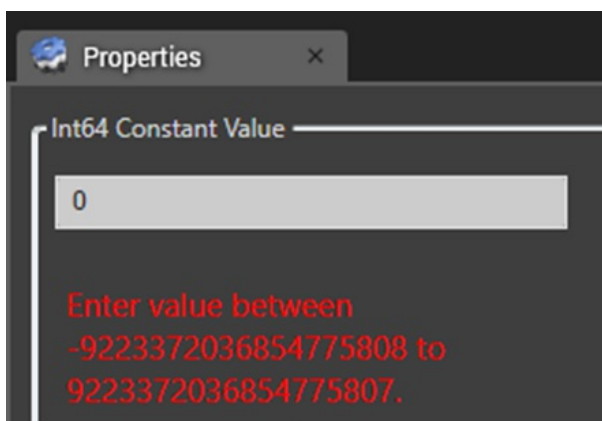
(IV) Value on control can be updated by either pressing “Enter” in the Textbox or moving mouse out of the Textbox



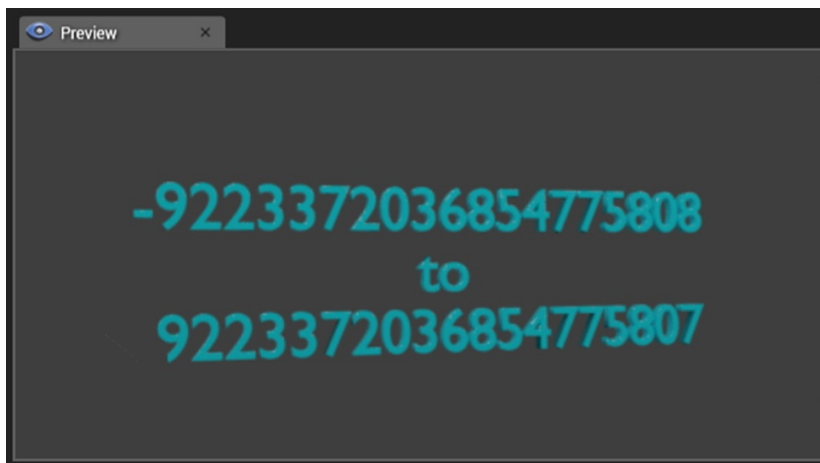
Change in control



(V) If entered value is more than the range of value then it will show following message



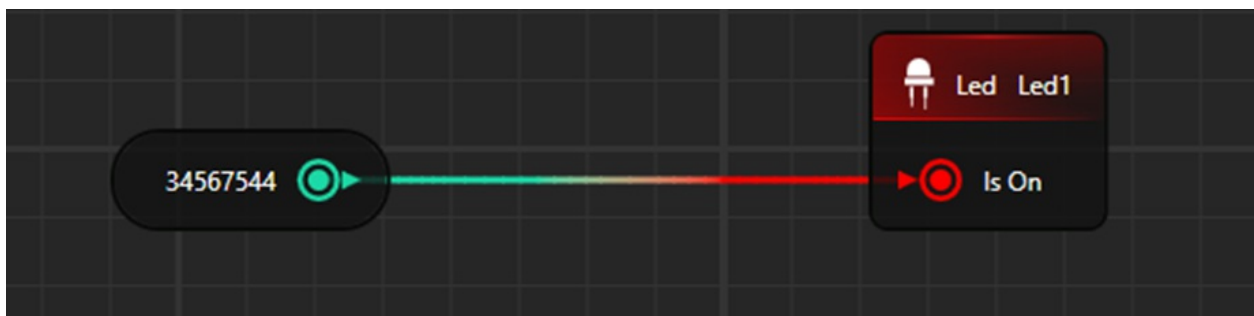
(D) Default Preview Window



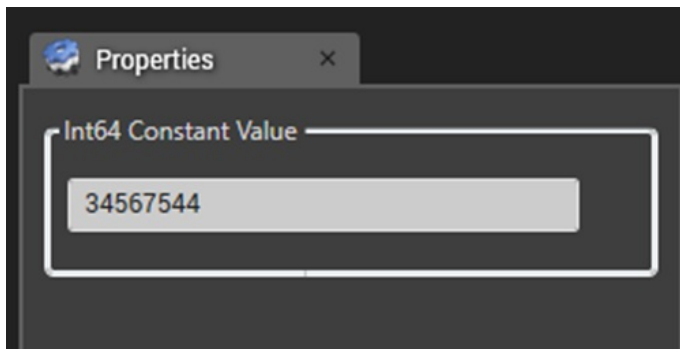
Note: - Int64 Constant Control will have value range b/w -9223372036854775808 to 9223372036854775807

## Case 2:-Testing of Int64 constant Control

### (A) Default Control Setup



### (B) Property Window



### (C) View in HOST



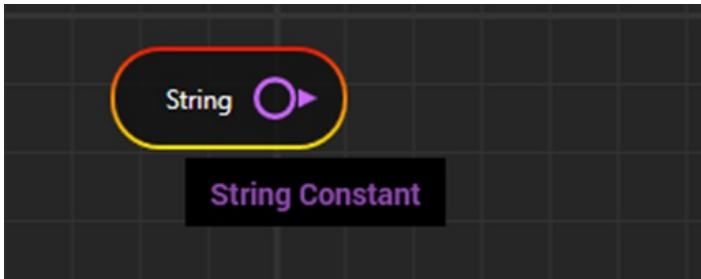
## STRING CONSTANT

### Case 1: Default Settings

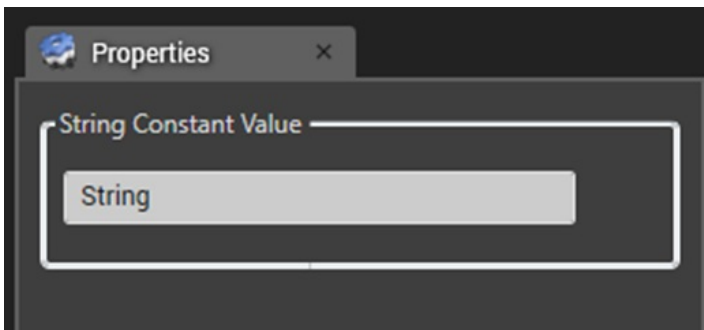
**(A) Default Node Style**



**(B) On Mouse Hover: -control name can be seen on mouse hover**

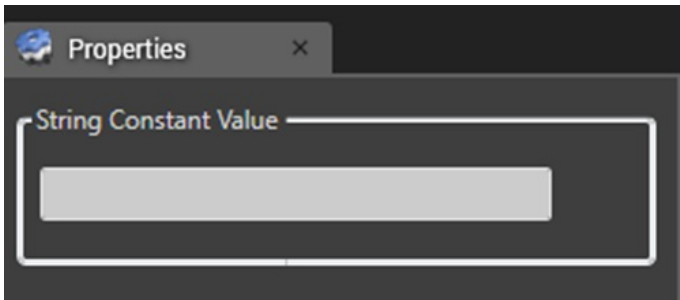


**(C) Default Property Window**



**Features of Property Window**

**(I) Entered value can be left blank.**

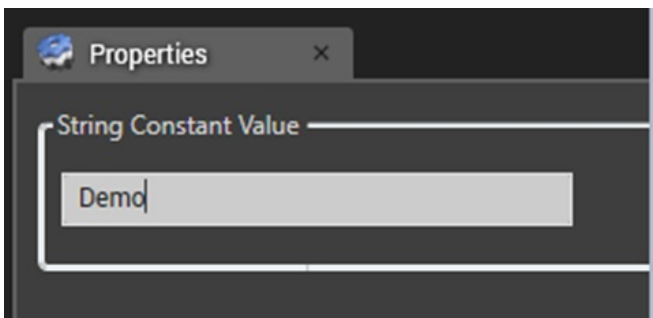


**Change in Control**

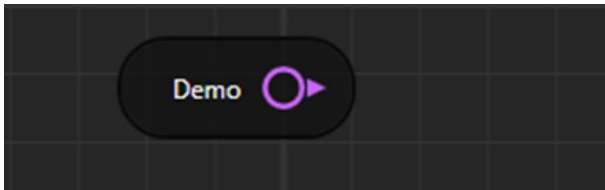


**(II) Value on control can be updated by either pressing “Enter” in the Textbox or moving mouse out of the Textbox**





Change in control



(D) Default Preview Window



Note: - It will accept only string.

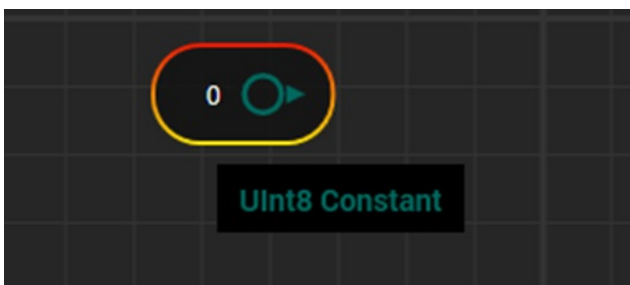
## UInt8 CONSTANT

Case 1: Default Settings

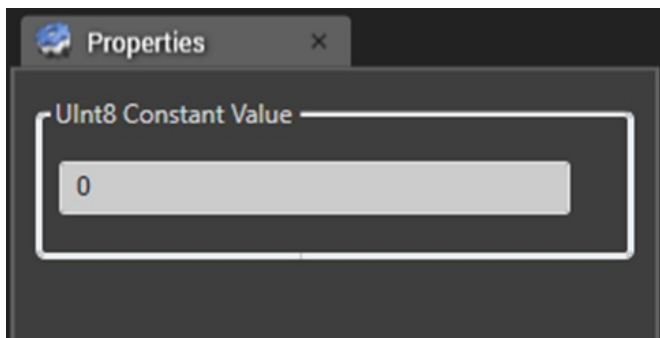
(A) Default Node Style



(B) On Mouse Hover:-control name can be seen on mouse hover

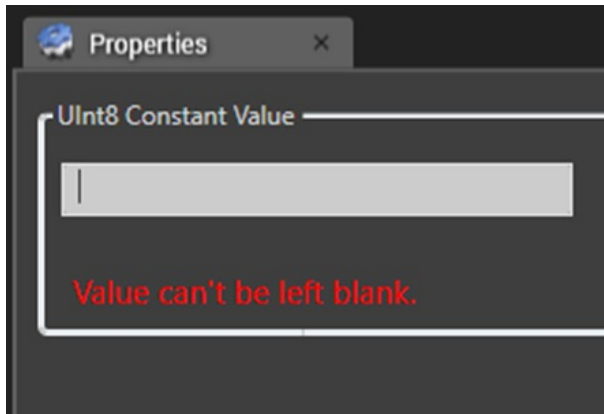


(D) Default Property Window

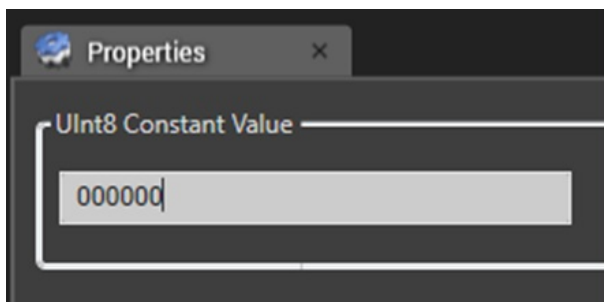


### Features of Property Window

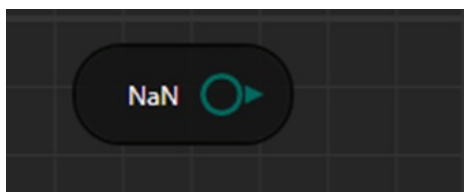
- (I) it will accept only positive values. It will not accept Negative values.
- (II) If entered value is blank, then it will display message like below



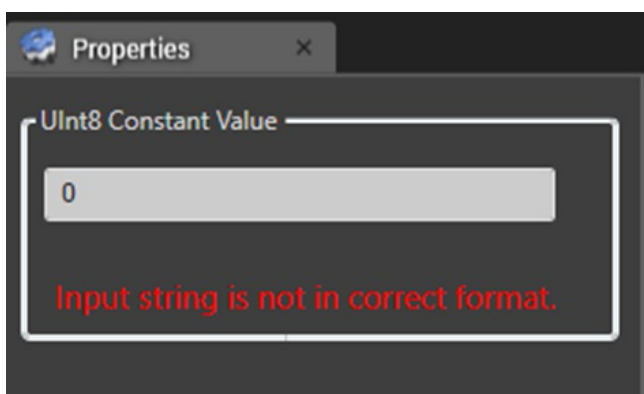
- (III) If entered value is wrong like below



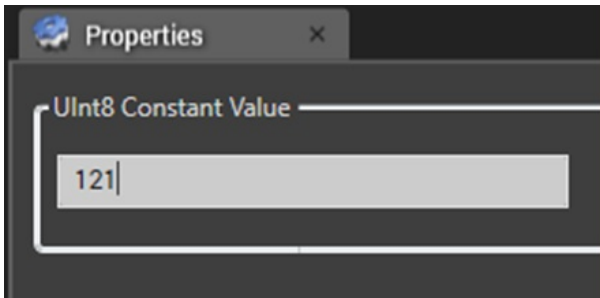
Then it will update the control with “NaN” like below



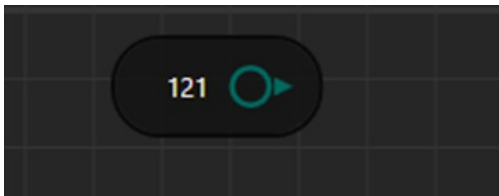
Also property window will show message like below



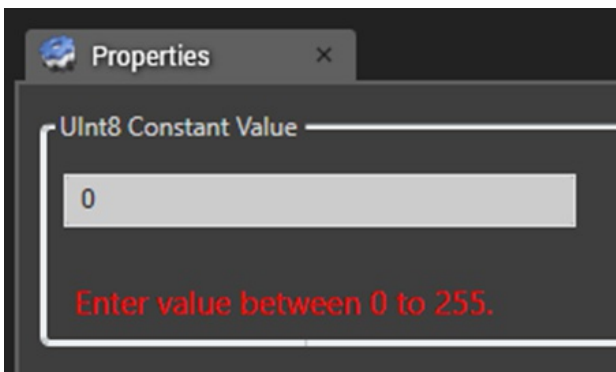
(IV) Value on control can be updated by either pressing “Enter” in the Textbox or moving mouse out of the Textbox



Change in control



(V) If entered value is more than the range of value then it will show following message



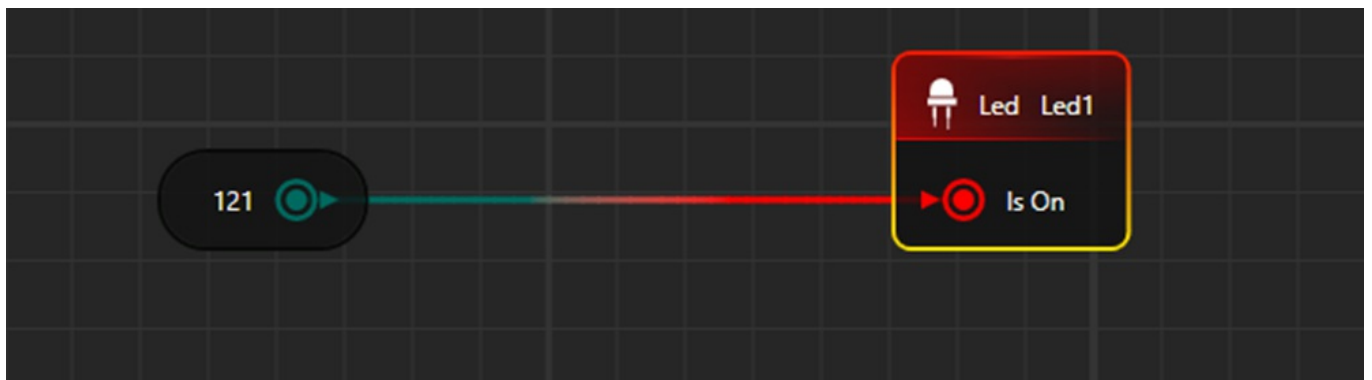
(D) Default Preview Window



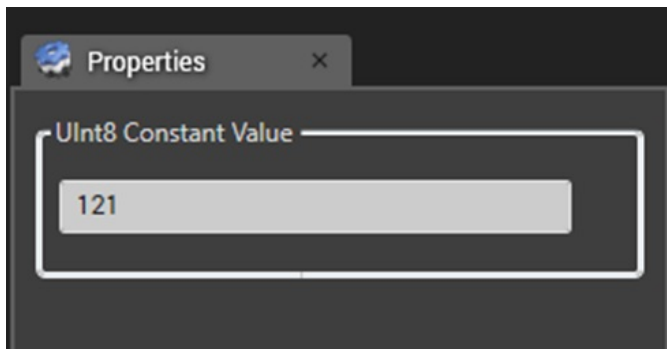
Note: - UInt8 Constant Control will have value range b/w 0 to 255

Case 2:-Testing of UInt8 constant Control

(A) Default Control Setup



(B) Property Window



(C) View in HOST



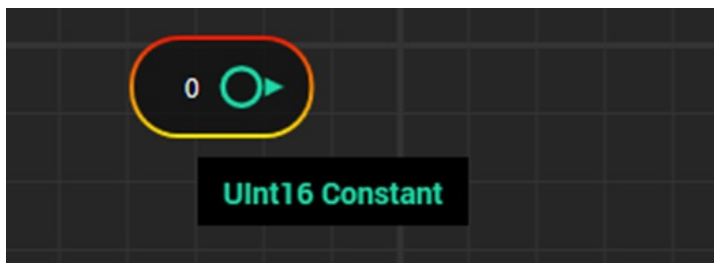
## UInt16 CONSTANT

### Case 1: Default Settings

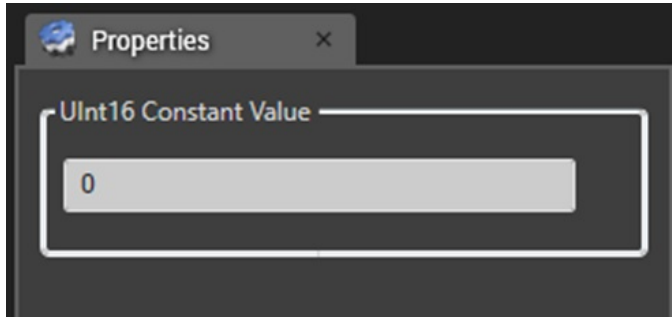
(A) Default Node Style



(B) On Mouse Hover: -control name can be seen on mouse hover



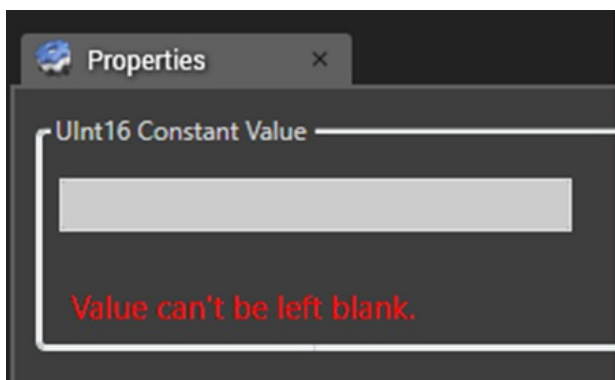
(C) Default Property Window



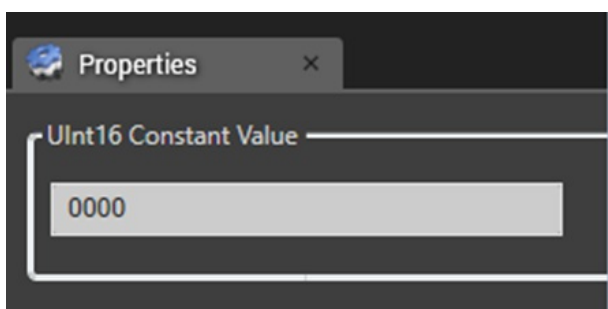
#### Features of Property Window

(I) it will accept only positive values. It will not accept Negative values.

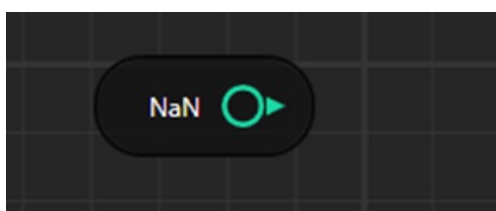
(II) If entered value is blank, then it will display message like below



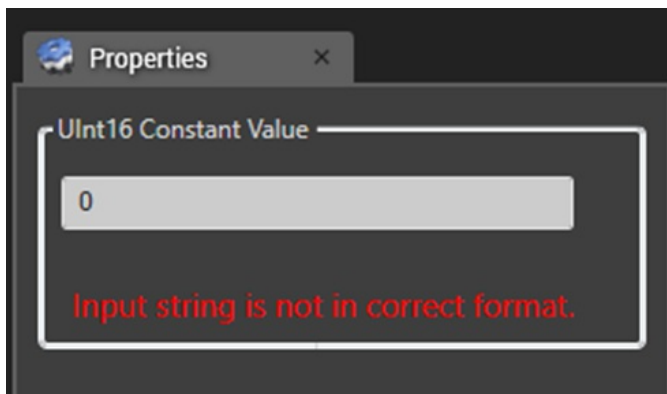
(III) If entered value is wrong like below



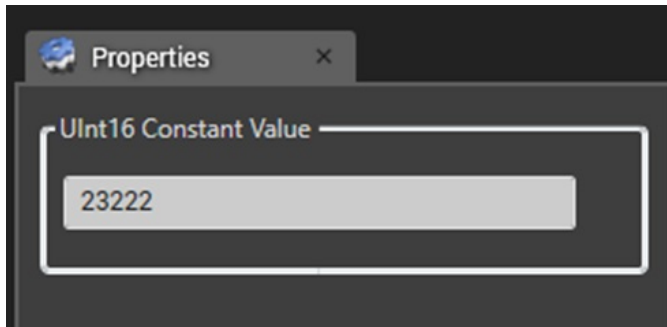
Then it will update the control with "NaN" like below



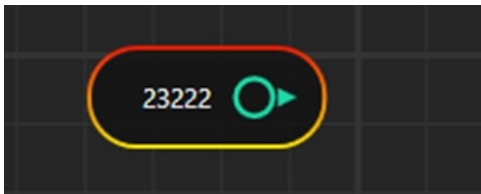
Also property window will show message like below



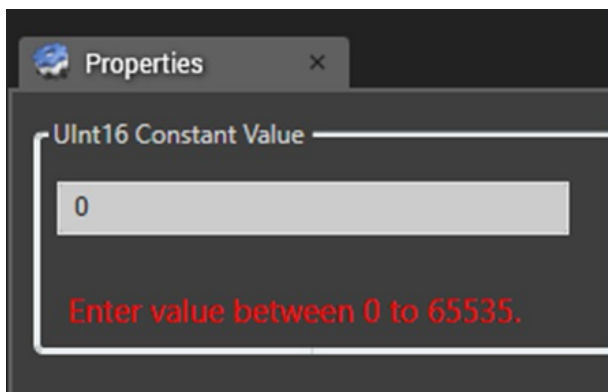
(IV) Value on control can be updated by either pressing “Enter” in the Textbox or moving mouse out of the Textbox



Change in control



(V) If entered value is more than the range of value then it will show following message



(D) Default Preview Window



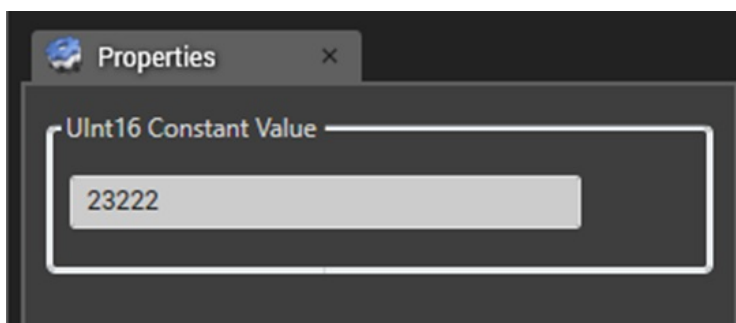
Note: - UInt16 Constant Control will have value range b/w 0 to 65535

## Case 2:-Testing of UInt16 constant Control

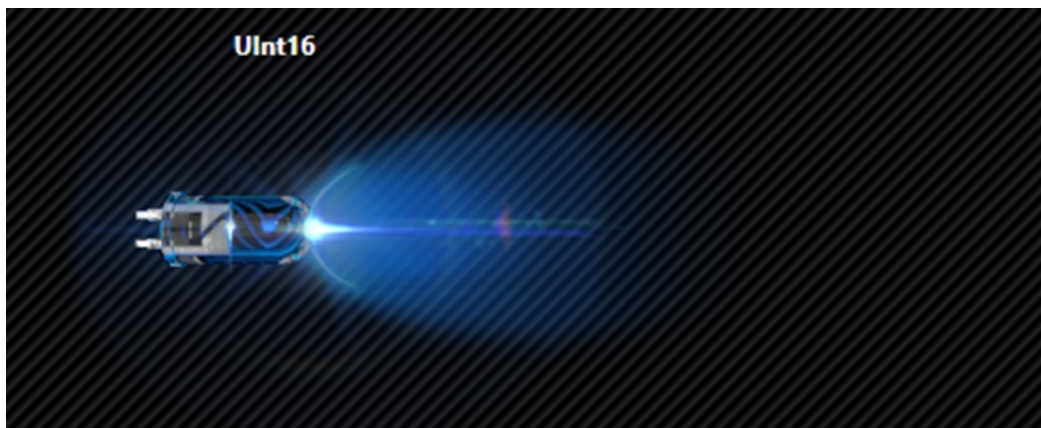
### (A) Default Control Setup



### (B) Property Window



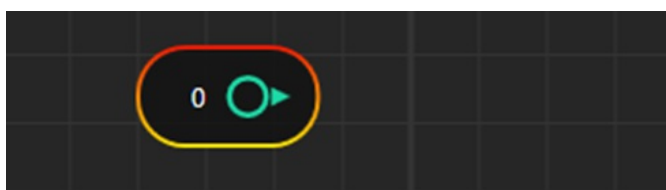
### (C) View in HOST



## UInt32 CONSTANT

### Case 1: Default Settings

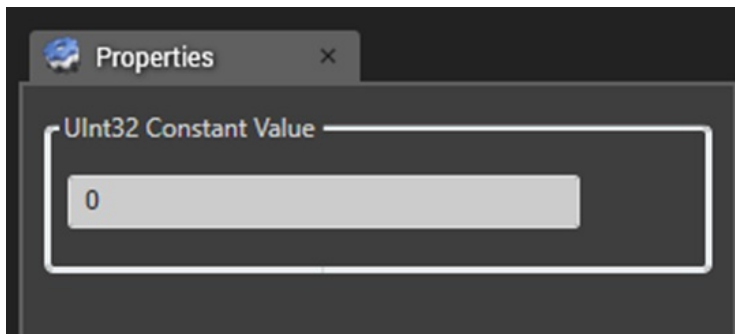
#### (A) Default Node Style



#### (B) On Mouse Hover:-control name can be seen on mouse hover

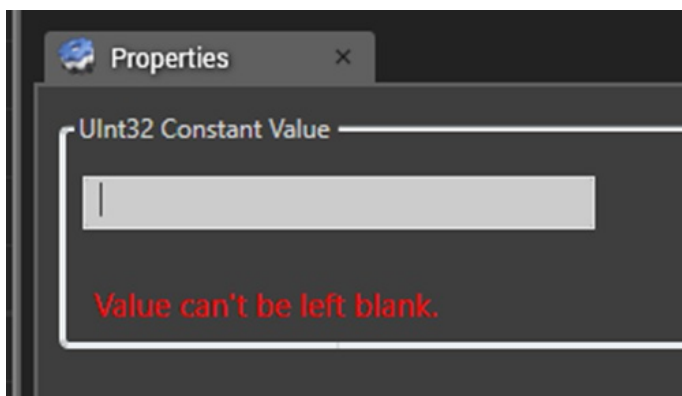


(C) Default Property Window

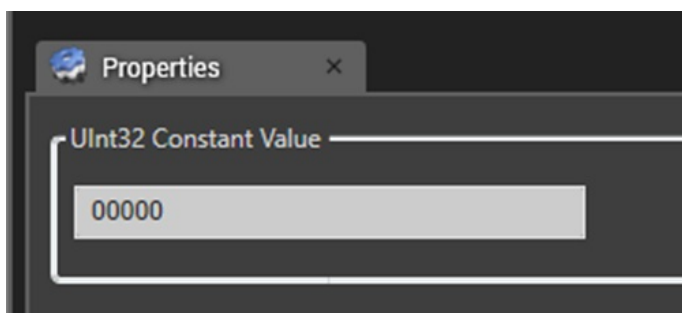


### Features of Property Window

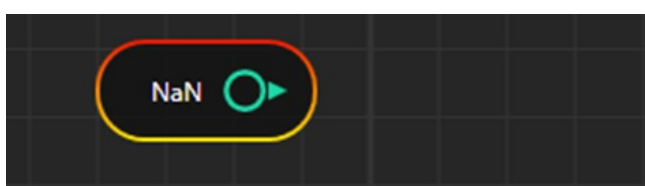
- (I) it will accept only positive values. It will not accept Negative values.
- (II) If entered value is blank, then it will display message like below



- (III) If entered value is wrong like below

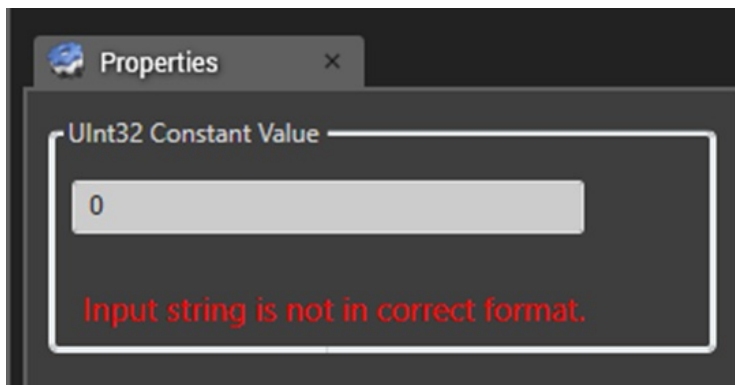


Then it will update the control with "NaN" like below

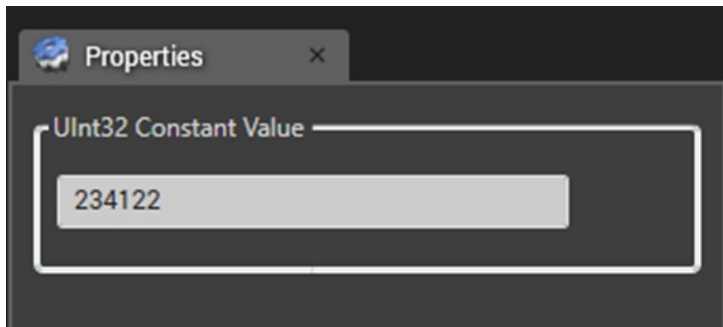


Also property window will show message like below

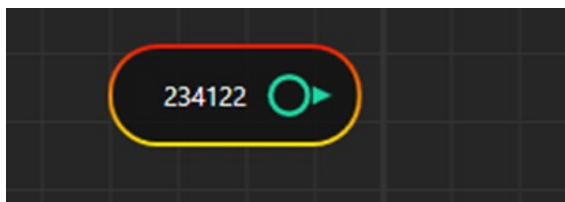




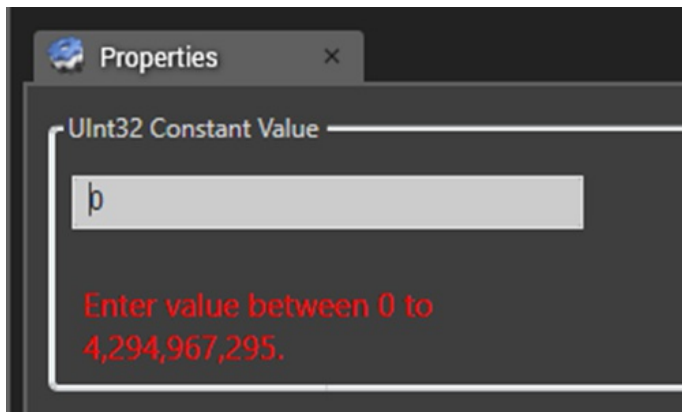
(IV) Value on control can be updated by either pressing “Enter” in the Textbox or moving mouse out of the Textbox



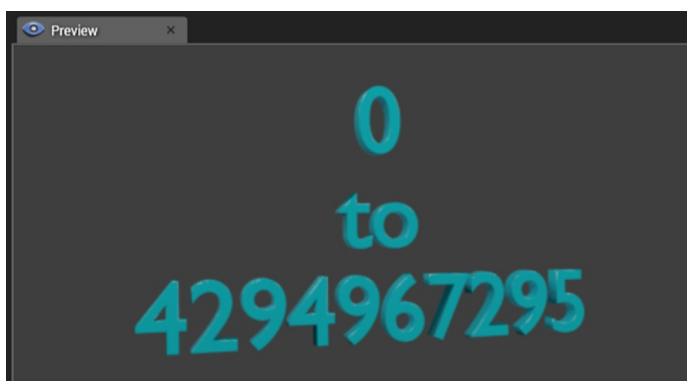
Change in control



(V) If entered value is more than the range of value then it will show following message



(D) Default Preview Window



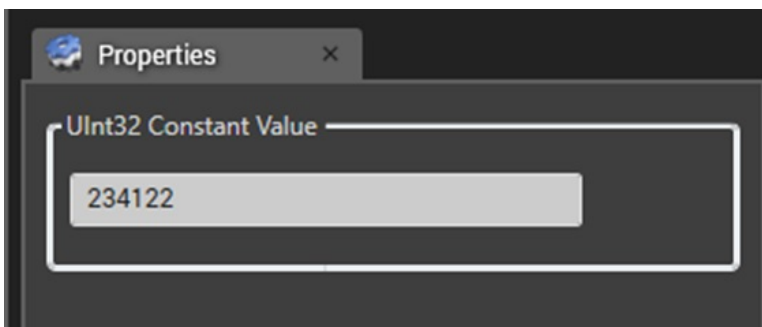
Note: - UInt32 Constant Control will have value range b/w 0 to 4294967295

## Case 2:-Testing of UInt32 constant Control

### (A) Default Control Setup



### (B) Property Window



### (C) View in HOST



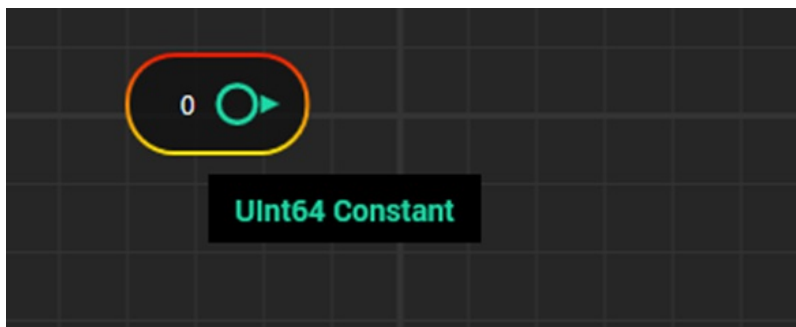
## UInt64 CONSTANT

### Case 1: Default Settings

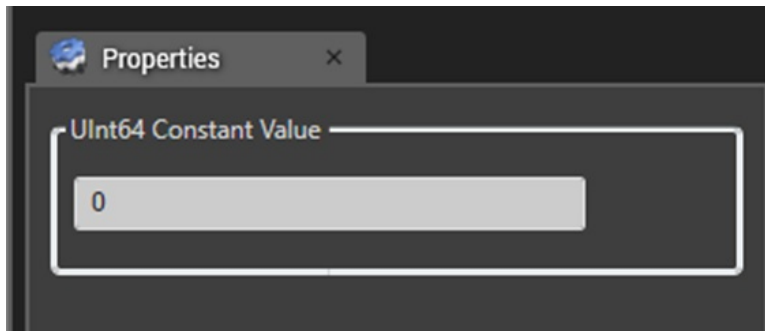
#### (A) Default Node Style



#### (B) On Mouse Hover:-control name can be seen on mouse hover

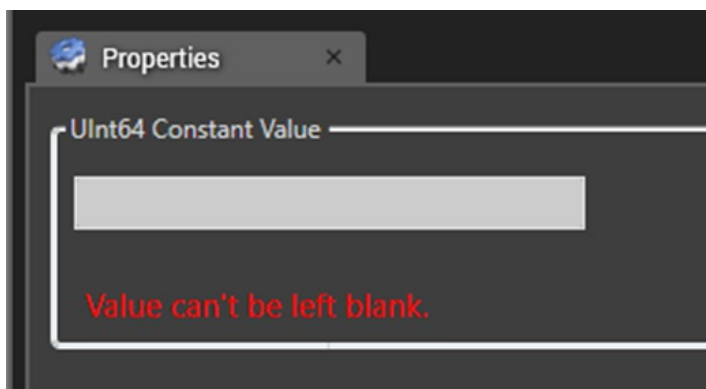


(D) Default Property Window

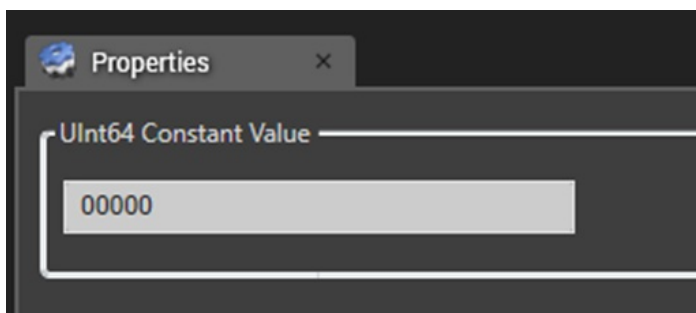


#### Features of Property Window

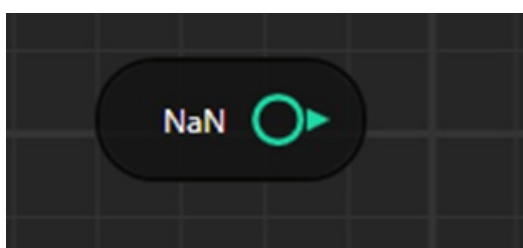
- (I) it will accept only positive values. It will not accept Negative values.
- (II) If entered value is blank, then it will display message like below



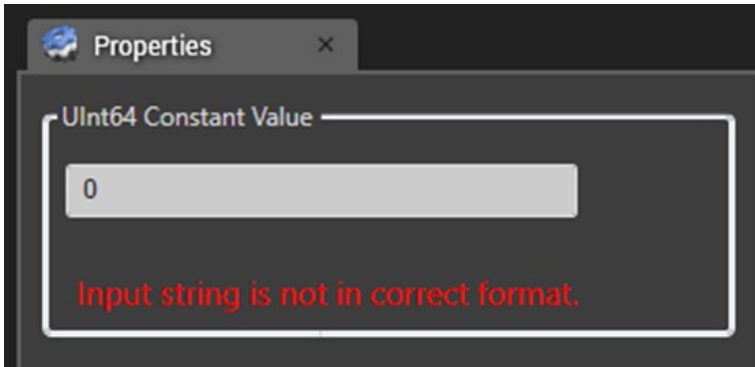
- (III) If entered value is wrong like below



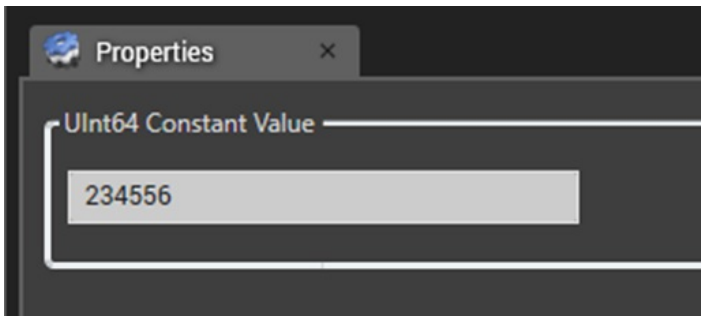
Then it will update the control with "NaN" like below



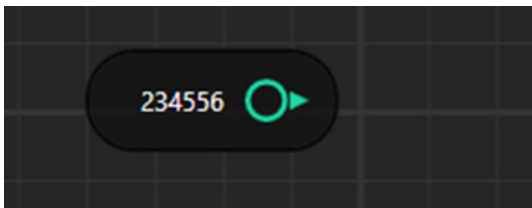
Also property window will show message like below



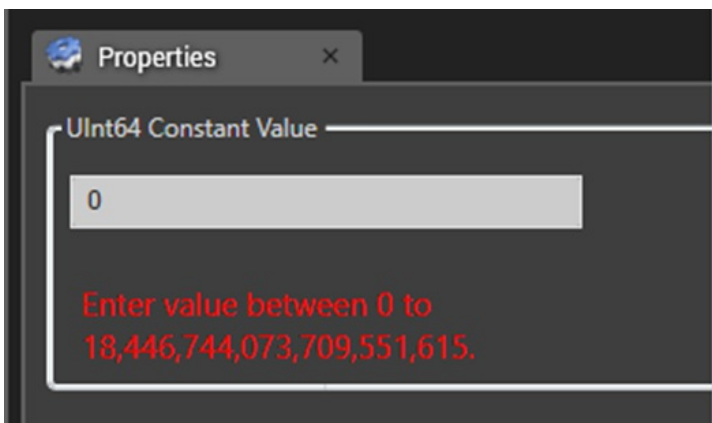
(IV) Value on control can be updated by either pressing “Enter” in the Textbox or moving mouse out of the Textbox



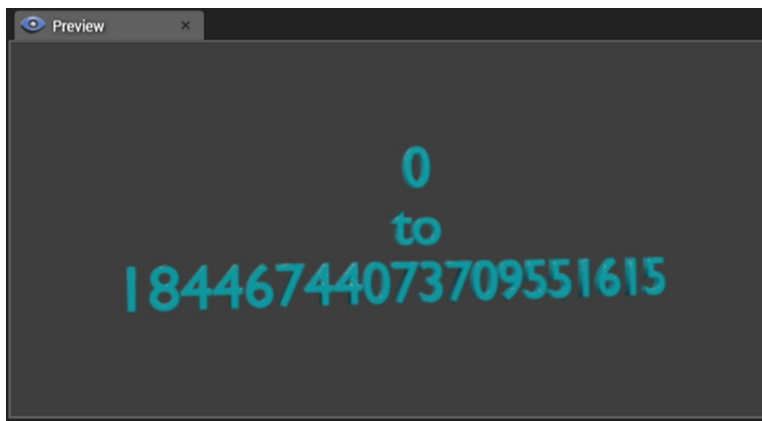
Change in control



(V) If entered value is more than the range of value then it will show following message



(D) Default Preview Window



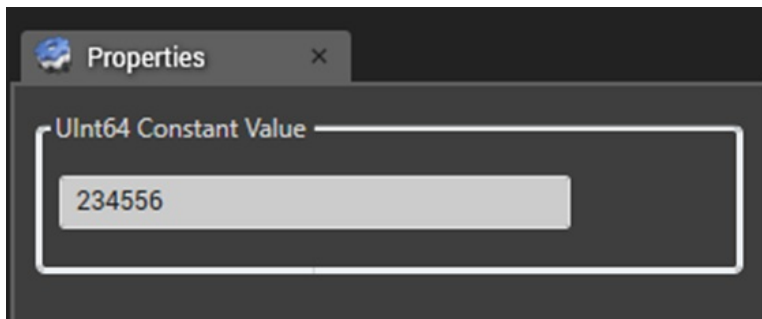
Note: - UInt64 Constant Control will have value range b/w 0 to 18556744073709551615

## Case 2:-Testing of UInt64 constant Control

### (A) Default Control Setup



### (B) Property Window



### (C) View in HOST

