C Data Types

The following table shows the data types allowed in LabWindows/CVI.

Type	Size	Minimum	Maximum
char	8	−128	127
unsigned char	8	0	255
short	16	−32,768	32,767
unsigned short	16	0	65,535
int; long int	32	-2^{31}	$2^{31} - 1$
__int64; long long	64	-2^{63}	$2^{63} - 1$
unsigned int	32	0	$2^{32} - 1$
unsigned __int64; unsigned long long	64	0	$2^{64} - 1$
unsigned long	32	0	$2^{32} - 1$
float	32	−3.40282E+38	3.40282E+38
double; long double	64	−1.79769E+308	1.79769E+308
pointers (void *)	32 (32-bit OSes) 64 (64-bit OSes)	N/A	N/A
enum	32	-2^{31}	$2^{31} - 1$
size_t	32 (32-bit OSes) 64 (64-bit OSes)	0 (32-bit OSes) 0 (64-bit OSes)	$2^{32} - 1$ (32-bit OSes) $2^{64} - 1$ (64-bit OSes)
ssize_t	32 (32-bit OSes) 64 (64-bit OSes)	-2^{31} (32-bit OSes) -2^{63}	$2^{31} - 1$ (32-bit OSes) $2^{63} - 1$
intptr_t	32 (32-bit OSes) 64 (64-bit OSes)	N/A	N/A
ptrdiff_t	32 (32-bit OSes) 64 (64-bit OSes)	N/A	N/A
uintptr_t	32 (32-bit OSes) 64 (64-bit OSes)	N/A	N/A

In LabWindows/CVI, characters are signed, unless you explicitly declare them unsigned. The types float and double conform to 4-byte and 8-byte IEEE standard formats.

WAS THIS ARTICLE HELPFUL?

Helpful

Not Helpful