

FromVariant++.vi

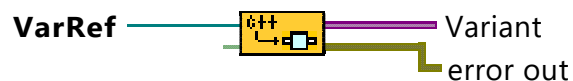
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## Connector Pane

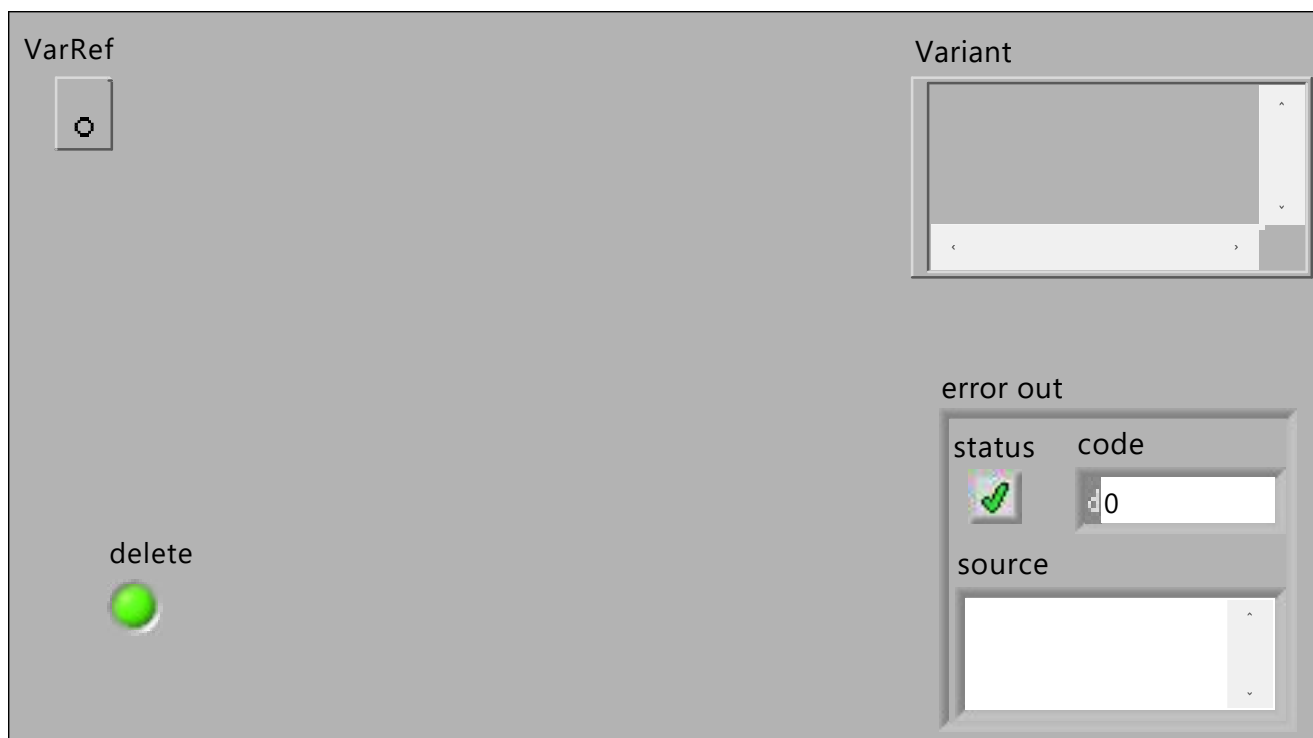
### FromVariant++.vi



Convert C++ variant handle to LabVIEW Variant

Since reference checks and GC isn't available to the LabVIEW user, we should allow the variant to be deleted once converted to LV Variant, unless we know we'll be reusing it.

## Front Panel



## Controls and Indicators



### VarRef

A reference to a C++ variant object

```
#define VAR_TYPES int8_t, uint8_t, int16_t, uint16_t, int32_t, uint32_t, float, double, string, uint8_t*
```



### delete

delete variant from DSO/DLL

Default to "true" since we have no way to check if there still exists references from LabVIEW

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**error out**

The **error in** cluster can accept error information wired from VIs previously called. Use this information to decide if any functionality should be bypassed in the event of errors from other VIs.

The pop-up option **<B>Explain Error</B>** (or Explain Warning) gives more information about the error displayed.

**status**

The **status** boolean is either TRUE (X) for an error, or FALSE (checkmark) for no error or a warning.

The pop-up option **<B>Explain Error</B>** (or Explain Warning) gives more information about the error displayed.



## code

The **code** input identifies the error or warning.

The pop-up option **<B>Explain Error</B>** (or Explain Warning) gives more information about the error displayed.

**source**

The **source** string describes the origin of the error or warning.

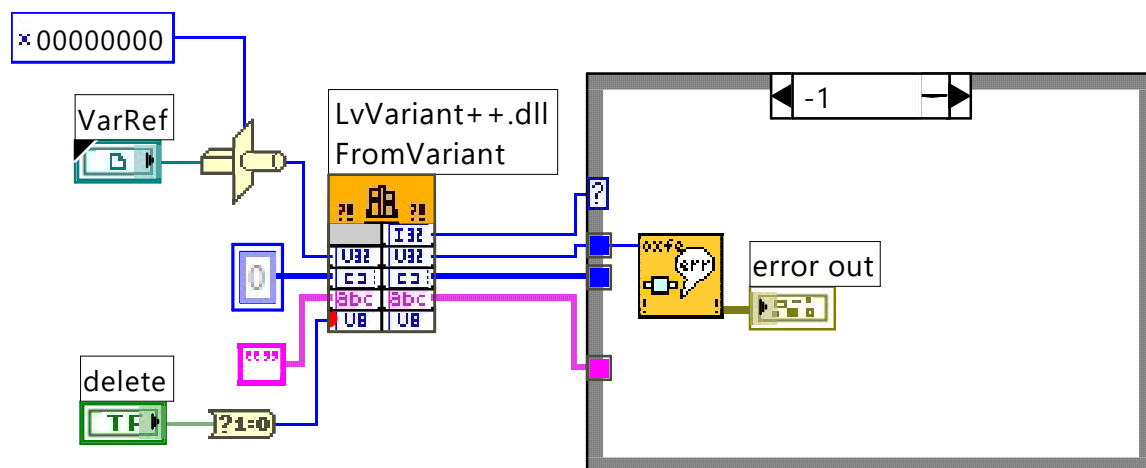
The pop-up option **Explain Error** (or Explain Warning) gives more information about the error displayed.



## Variant

LabVIEW Variant converted from C++ std::variant

## Block Diagram



FromVariant++.vi

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