

# 52 VI Scripting

*"LabVIEW VI Scripting helps you programmatically generate, edit, and inspect LabVIEW code. It contains several new VI Server classes, properties, and methods so you can create, move, and wire objects; edit the connector pane; create new VIs on the fly; and more. Use LabVIEW VI Scripting to create tools for increasing development efficiency, enforcing coding guidelines, or helping new users."* ([Source](#))



Install [NI Hidden Gems](#), "a VI package that gives you direct access to helpful VIs and libraries that are shipped with NI LabVIEW software but not exposed in the palettes".

Scripting property/method nodes on the block diagram can have one of the following colours:

<b>Yellow</b>	Default (supported and documented)
<b>Green</b>	VI scripting
<b>Brown</b>	Private
<b>Red</b>	Obsolete (*)

(\*) Obsolete nodes cannot be created but exist only for backwards compatibility.

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## Helpful Functions

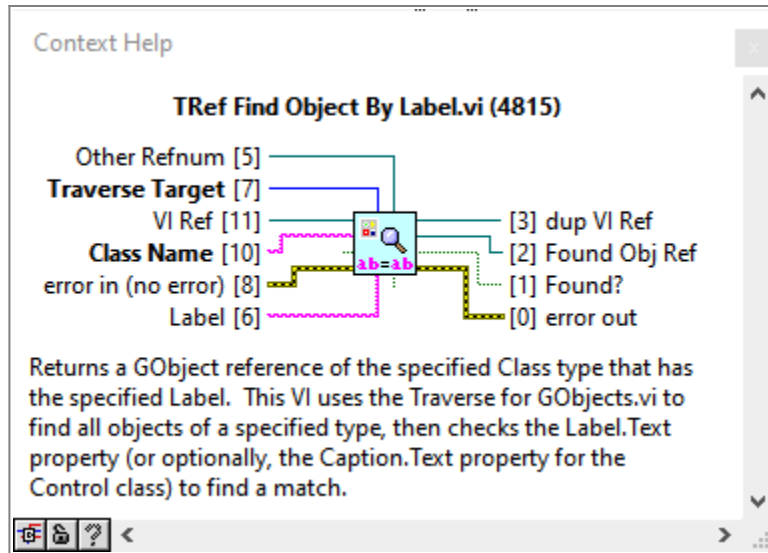
### Private Scripting Functions

A [LabVIEW.ini](#) setting that exposes private properties, methods and events in the IDE

```
SuperSecretPrivateSpecialStuff=true
```

A word of caution: Private functions have no or misleading documentation and are subject to change with every new version of LabVIEW.

### Find Object By Label

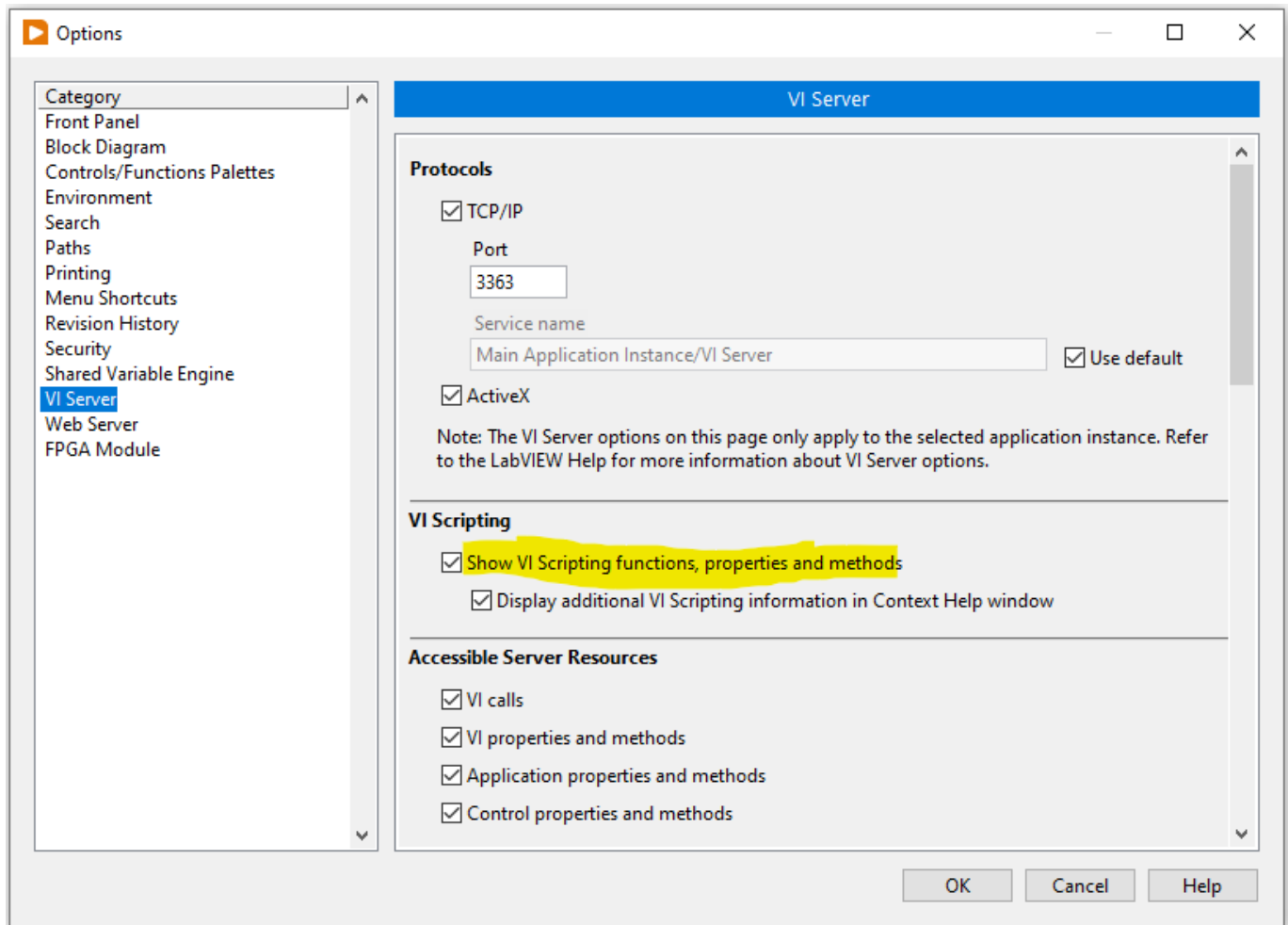


## Miscellaneous

- [How to Programmatically Get or Set Custom Conditional Disable Symbols](#)

## How to enable VI Scripting

Enable “[VI Scripting](#)” in LabVIEW's options



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