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About This Manual

*Getting Started with LabWindows/CVI* is a hands-on introduction to the LabWindows™/CVI™ software package. This manual is intended for first-time LabWindows/CVI users, as well as users evaluating LabWindows/CVI. To use this manual effectively, you should be familiar with Microsoft Windows and the C programming language.

Related Documentation

The following documents contain information that you may find helpful as you read this manual:

- LabWindows/CVI Help
- LabWindows/CVI Release Notes
- IVI Driver Development Help
- NI-DAQmx Help
- DAQ Getting Started Guide
- DAQ Assistant Help
- Traditional NI-DAQ (Legacy) Function Reference Help
- NI-VISA Help
- NI-488.2 Help
Introduction to LabWindows/CVI

This chapter contains an overview of the LabWindows/CVI software development system. It briefly describes the LabWindows/CVI environment, standard libraries, user interface development, and source code editing tools. Later chapters present a tutorial that provides a more detailed treatment of these concepts and chance for hands-on learning. This chapter also includes an introduction to using hardware with LabWindows/CVI and suggestions for learning more about LabWindows/CVI.

LabWindows/CVI Program Development Overview

LabWindows/CVI is a software development environment for C programmers. LabWindows/CVI provides powerful function libraries and a comprehensive set of software tools for data acquisition, analysis, and presentation that you can use to interactively develop data acquisition and instrument control applications.

LabWindows/CVI combines the power and flexibility of ANSI C with easy-to-use tools for building virtual instrumentation systems. A virtual instrument consists of an industry-standard computer or workstation equipped with powerful application software, cost-effective hardware such as a plug-in board, and driver software, which together perform the functions of traditional instruments. However, virtual instruments can provide more customization, scalability, and modularity than traditional instruments.

You can edit, compile, link, and debug ANSI C programs in the LabWindows/CVI development environment. Additionally, you can use compiled C object modules, DLLs, C libraries, and instrument drivers in conjunction with ANSI C source files when you develop programs.

LabWindows/CVI contains many features that make developing measurement applications much easier than developing in traditional C environments. LabWindows/CVI provides the following tools:

• A development environment that manages projects and source code with complete editing, debugging, and user protection features
• A set of development libraries that allow users to write code for test and measurement applications
• A graphical User Interface Editor, CodeBuilder, and library for building, displaying, and controlling a graphical user interface
Chapter 1  Introduction to LabWindows/CVI

• A wizard and library for creating IVI instrument drivers, which are highly structured VXIplug&play-compatible instrument drivers that use an attribute model to enable advanced features, such as state-caching, simulation, and compatibility with generic instrument classes
• An interactive tool for creating and editing data acquisition tasks
• An interactive tool for creating instrument control tasks
• An installer creation tool that makes it easy to deploy your finished application
• Multithreaded application development and debugging capabilities
• A command line compiler

Typical LabWindows/CVI applications include the following elements:
• User interface
• Data acquisition
• Data analysis
• Program control

Figure 1-1 illustrates the relationship between these program elements. Program control elements receive input from the user interface, data acquisition, and data analysis elements. Each element has several sub-components.

![Figure 1-1. Relationship Between Program Elements in LabWindows/CVI](image)

When you create a virtual instrument using LabWindows/CVI and NI hardware, keep in mind the three-step process for creating virtual instruments: acquire, analyze, and present.

**Acquire**—Acquire your data through a hardware interface. Use the user interface you create to control data acquisition from an instrument or from a plug-in DAQ device. The user interface you create also can display the data you acquire.
Analyze—After you acquire data, you must analyze it. For example, you might want to perform formatting, scaling, signal processing, statistical analysis, and curve fitting. The LabWindows/CVI Formatting and I/O Library and Analysis Library (Base package) or Advanced Analysis Library (Full Development System) contain functions that allow you to perform these operations.

Present—Present your data in a user interface that can contain graphs, strip charts, and other controls. You also can display graphics, create pull-down menus, and prompt users for input with pop-up dialog boxes. You can use the User Interface Editor to create these items interactively, or you can use the User Interface Library to create and configure them programmatically.

The program control portion of the program coordinates the data acquisition, data analysis, and user interface. Program control contains the control logic for managing the flow of program execution and user-defined support functions.

Use callback functions to control the flow of applications. Callback functions enable your program to execute code in response to user actions, timer ticks, and operating system events.

Organizing Application Components

Use projects and workspaces to organize files and manage application development in LabWindows/CVI. A project (.prj) file contains the files needed to run your application. A project must include one or more of the following files:

- source (.c) files
- object (.obj) files
- library (.lib) files

You also can include the following files in a project:

- header (.h) files
- user interface resource (.uir) files
- instrument driver function panel (.fp) files
- instrument driver program files

You can include one or more projects in a workspace. A workspace (.cws) file contains settings such as breakpoints, window positions, tag information, and debugging levels. These settings do not affect the way a project builds.
LabWindows/CVI Environment

The LabWindows/CVI environment is structured around the Workspace window, which is shown in the following figure:

Figure 1-2. Workspace Window

Figure 1-2 displays the following areas in the Workspace window:

- **Project Tree**—Contains the list of files in each project in the workspace. Right-click the different elements of the Project Tree to see the list of options available for files and folders.
- **Library Tree**—Contains a tree view of the functions in LabWindows/CVI libraries and instruments. You can arrange the library functions in alphabetical order, by function name or function panel title, or in a flat list instead of a hierarchical class structure. Enter a function name in the Find text box at the top of the Library Tree to search for a specific function within the tree.
- **Window Confinement Region**—Contains open Source, User Interface Editor, Function Tree Editor, and function panel windows.
- **Debugging Region**—Contains the Variables and Call Stack, Watch, Memory, and Resource Tracking windows. Use these windows to view and edit variable values, view the order of functions on the stack, program memory, and track the allocation and deallocation of resources during debugging.
• **Output Region**—Contains the Build Output, Run-Time Errors, Source Code Control Errors, Debug Output, and Find Results windows. These windows contain lists of errors, output, and search matches.

• **Source Code Browser**—Contains browser overview information for selected files, functions, variables, data types, and macros in a program.

• **Status Bar**—Contains a status bar that displays the status of various aspects of the file, such as line and column number, save status, messages, and so on.

Select **Window»Release Window** to move a window that is contained within the Window Confinement Region, Debugging Region, Output Region, or Source Code Browser outside of the Workspace window.

**Note**  You cannot release the Project Tree or Library Tree from the Workspace window. However, you can select **Options»Environment** and then enable the **Auto hide Project Tree and Library Tree** option to remove the Project Tree and Library Tree from the Workspace window when they are not in focus.

When you open a uir file in the Workspace window, the User Interface Browser and Attribute Browser appear to the right of the User Interface Editor, which is shown in the following figure:

**Figure 1-3. User Interface Browser and Attribute Browser**

<table>
<thead>
<tr>
<th>1</th>
<th>User Interface Browser</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Attribute Browser</td>
</tr>
</tbody>
</table>
Figure 1-3 displays the following areas in the Workspace window:

- **User Interface Browser**—Contains a tree view of the user interface objects, such as panels, controls, and menu bars, related to the selected .uir file. Double-clicking a control, array of controls, or panel highlights the object in the User Interface Editor and displays the attributes related to the selected object in the Attribute Browser, where you can then edit the attributes.

- **Attribute Browser**—Use the Attribute Browser to edit attributes for the user interface objects. Enter an attribute name in the Filter text box at the top of the Attribute Browser to filter the attribute list down to those attributes with similar names. Alternately, you can click Filter to switch to the Find text box and search for a specific attribute within the browser.

The menus and toolbar buttons available within the LabWindows/CVI Workspace window differ depending on which window is active. To learn about what each menu item does, right-click the menu and select **Menu Help**. LabWindows/CVI launches the *LabWindows/CVI Help* topic that describes the items in the selected menu.

**Standard Libraries**

LabWindows/CVI provides a large set of built-in run-time libraries you can use to develop applications. You can browse the Library Tree or press <Ctrl-Shift-P> in a Source window to find a specific library function.

LabWindows/CVI includes the following standard libraries:

- **User Interface Library**—Functions for creating and controlling a graphical user interface.
- **Analysis Library (Base Package)/Advanced Analysis Library (Full Development System)**—Functions that operate on arrays to simulate and analyze large sets of numerical data quickly and efficiently.
- **Formatting and I/O Library**—Functions for inputting and outputting data to files and manipulating the format of data in a program.
- **Utility Library**—Functions that perform various operations, including using the system timer, managing disk files, launching another executable, and using multiple threads in a program.
- **ANSI C Library**—The ANSI C standard library functions.
- **VXI Library**—Functions for communicating with and controlling VXI devices.
- **GPIB/GPIB 488.2 Library**—Functions for communicating with and controlling devices on the GPIB.
- **RS-232 Library**—Functions for controlling multiple RS-232 ports using interrupt-driven I/O.
- **VISA Library**—Functions for controlling VXI, GPIB, serial, and other types of instruments.
- **TCP Support Library**—Functions that provide a platform-independent interface to the reliable, connection-oriented, byte-stream, network communication protocol.
Getting Started with LabWindows/CVI

- **UDP Support Library**—Functions that provide a platform-independent interface to the unicast, broadcast, and multicast capabilities of the User Datagram Protocol (UDP).

- **Internet Library (Full Development System)**—Functions that communicate with and receive files and commands from remote servers.

- **Network Variable Library**—Functions for reading and writing data to network variables.

- **Network Streams Library**—Functions for streaming data continuously between two LabWindows/CVI applications.

- **DDE Support Library**—Functions that you can use to create an interface with other Windows applications using the Dynamic Data Exchange (DDE) standard.

- **ActiveX Library**—Functions that create and control ActiveX servers.

- **DIAadem Connectivity Library**—Functions that you can use to log test data in National Instruments DIAadem file format (.tdm).

- **TDM Streaming Library**—Functions that store and retrieve test and measurement data using the .tdms file format. This file format is optimized for high performance data streaming.

- **.NET Library**—Functions that facilitate calling .NET assemblies.

- **OpenMP Runtime Library (Full Development System)**—Functions that you can use to create multithreaded applications using the OpenMP (Open Multi-Processing) model.

- **Real-Time Utility Library**—Functions for replicating a real-time (RT) system, configuring timing, creating and configuring trace sessions, and configuring RT targets.

  **Note** You must install the LabWindows/CVI Real-Time Module to gain access to the Real-Time Utility Library.

**User Interface Development**

Use LabWindows/CVI to develop GUIs that consist of panels, command buttons, pull-down menus, graphs, and many other controls and indicators. You can use the User Interface Editor to build a GUI in LabWindows/CVI interactively. The User Interface Editor is a drag-and-drop editor that includes tools for designing, arranging, and customizing user interface objects.

You also can use the User Interface Library to create GUIs programmatically in LabWindows/CVI. The User Interface Library provides functions that you can use to add to, change, or build the entire GUI as the application runs.

To learn more about the available user interface elements and the functions that you can use to connect your interface to the rest of your program, refer to the *Using LabWindows/CVI* section and the *Library References* section of the *LabWindows/CVI Help*. 

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Generating a Program Shell with CodeBuilder

After you design a GUI in the User Interface Editor, you can use CodeBuilder to automatically generate a program shell based on the components in the GUI. CodeBuilder writes code for all control callback functions and creates a program skeleton that loads and displays GUI windows at program startup. CodeBuilder saves development time by automating many of the common coding tasks required for writing a program. You use CodeBuilder later in this tutorial.

Developing and Editing Source Code

Use the Source window in LabWindows/CVI to develop C source files for projects. LabWindows/CVI is compatible with the full ANSI C language specification. You can use any ANSI C language structures or standard library functions in the source code you develop in this window. LabWindows/CVI provides code generation tools that streamline source code development.

You can use the menu items in the Source window to edit files, debug code, compile files, and so on. You use Source window features in activities later in this tutorial. For more information about the Source window, refer to Using LabWindows/CVI Writing Source Code section in the LabWindows/CVI Help.

Instrument Control and Data Acquisition

You can use LabWindows/CVI to develop instrument control and data acquisition applications. LabWindows/CVI libraries provide functions for controlling GPIB, RS-232, serial, Ethernet, and National Instruments DAQ devices and modular instruments. LabWindows/CVI also provides interactive assistants you can use to generate code to communicate with different devices and to create and edit NI-DAQmx tasks.

Using the Instrument Control and Data Acquisition Libraries

LabWindows/CVI installs the GPIB/GPIB 488.2, VISA, and VXI libraries. However, LabWindows/CVI does not install the GPIB, NI-VISA, or NI-VXI drivers. Therefore, the GPIB/GPIB 488.2, VISA, and VXI libraries are listed in the Library Tree, but you must install the drivers to use the functions in an application. You can install these drivers from the NI Device Drivers media.

For other driver-related libraries, the libraries are not available in the Library Tree until you install the drivers. You can install drivers from ni.com or from the NI Device Drivers media.
If you want to use instrument control and data acquisition libraries in LabWindows/CVI, you must ensure LabWindows/CVI is configured to load these libraries on startup. To do so, select Library»Customize and check the libraries you want to use. All of the libraries are checked by default.

For a list of hardware library documentation resources, refer to the Related Documentation section of the About This Manual chapter.

Using the Instrument I/O Assistant

Use the NI Instrument I/O Assistant to generate code to communicate with devices such as serial, Ethernet, and GPIB instruments without using an instrument driver. To launch the Instrument I/O Assistant from LabWindows/CVI, select Tools»Create Instrument I/O Task. For more information about using the Instrument I/O Assistant, refer to the Using LabWindows/CVI»Wizards and Tools»Creating an Instrument I/O Task section of the LabWindows/CVI Help.

Note You must install the NI Instrument I/O Assistant feature from the NI Device Drivers media to use the Instrument I/O Assistant.

Using the DAQ Assistant

Use the NI DAQ Assistant to configure measurement tasks, channels, and scales. You also can use the DAQ Assistant to generate NI-DAQmx code from a task. To launch the DAQ Assistant from within the LabWindows/CVI environment, select Tools»Create/Edit DAQmx Tasks. For more information about using the DAQ Assistant, refer to the Using LabWindows/CVI»Data Acquisition»Where to Find Information about NI-DAQmx section of the LabWindows/CVI Help.

Note You must install NI-DAQmx from the NI Device Drivers media to use the DAQ Assistant.

Developing Instrument Drivers

If you plan to develop your own instrument driver, refer to the IVI Driver Development Help. This help file provides information about developing and adding instrument drivers to LabWindows/CVI. It is intended for programmers who develop instrument drivers to control programmable instruments such as GPIB, PXI, and RS-232 instruments. Also refer to the Using LabWindows/CVI»Instrument Drivers section of the LabWindows/CVI Help for fundamental instrument driver information you must consider if you create or modify a driver.
Learning about LabWindows/CVI

Complete the exercises in the remaining chapters of this tutorial to learn how to build, debug, and deploy applications in LabWindows/CVI. The following solution folder includes completed tutorial exercises you can use for reference:

- Windows XP/Server 2003:
  \Documents and Settings\All Users\Documents\National Instruments\CVIversion\tutorial\solution

- For Windows 8/7/Vista/Server 2008:
  \Users\Public\Documents\National Instruments\CVIversion\tutorial\solution

**Note** In the previous paths, `version` represents the version of LabWindows/CVI you are using.

The development process for the tutorial application includes the following steps:

1. Create a user interface in the User Interface Editor (Chapter 2, *Building a Graphical User Interface*).
2. Generate skeleton code for control callbacks using CodeBuilder (Chapter 2, *Building a Graphical User Interface*).
3. Add source code to generate and display a waveform (Chapter 3, *Using Function Panels and Libraries*).
4. Edit and debug the application (Chapter 4, *Editing and Debugging Tools*).
5. Develop a callback function to compute the maximum and minimum values of the waveform (Chapter 5, *Adding Analysis to Your Program*).
6. Create a distribution to deploy your application on another computer (Chapter 6, *Distributing Your Application*).

As you work through this tutorial, refer to the LabWindows/CVI documentation set for more information about the concepts presented in this manual. Use the *Guide to LabWindows/CVI Documentation* topic in the *LabWindows/CVI Help* to learn more about and access the documents in the LabWindows/CVI documentation set. To launch the *LabWindows/CVI Help*, select *Help»Contents*.

After you complete this tutorial, review the example programs for additional information about LabWindows/CVI features. To view the example programs, double-click the *CVI samples* shortcut in the *samples* folder of the LabWindows/CVI installation. Alternately, the *LabWindows/CVI Help* includes *Open example* buttons in function topics if an example exists that demonstrates a use for the function. You also can use NI Example Finder to search for
example programs included in the LabWindows/CVI installation and on ni.com. To launch NI Example Finder, select Help»Find Examples.

Refer to the following Web sites for additional support and information:

- ni.com/cvi—for general product information about LabWindows/CVI.
- ni.com/zone—for example code and tutorials on the Developer Zone.
- ni.com/forums—to participate in discussion forums and exchange code with other LabWindows/CVI users around the world.
- ni.com/cvinews—to subscribe to the LabWindows/CVI newsletter or review the newsletter archive.
- ni.com/cvi/community—to participate in discussion forums and learn tips and tricks for working efficiently in LabWindows/CVI.
Building a Graphical User Interface

In the remaining chapters of this tutorial, you develop a project that consists of a GUI controlled by a C source file. This sample program acquires and displays a waveform on the GUI. In this chapter, you learn to design a user interface with the User Interface Editor.

Project Templates

Using project and file templates can help reduce the time and effort required to configure a new project or file. The template includes the basic settings for the new project or file and any preliminary text to include by default, such as standard comments or headings. For more information about project templates, refer to the Using LabWindows/CVI»Managing Projects»Creating Projects and Files from Templates»New Project and File Templates section in the LabWindows/CVI Help.

User Interface Editor

The User Interface Editor is an interactive drag-and-drop editor for designing custom GUIs. You can select a number of different controls from the Create menu and position them on the panels you create. You can customize each control through a series of dialog boxes in which you set attributes for the control appearance, source code connections, and label appearance.

Source Code Connection

After you design a user interface in the User Interface Editor, you can write C source code to control the GUI. To connect elements on the user interface to the source code, you must assign a constant name to each panel, menu, and control on your user interface. Then, you can use those names in the C source code to differentiate the controls on the GUI. You also can assign a callback function to a control that is called automatically when you operate that control during program execution. Use the Attribute Browser to associate a constant name and a callback function with that control.

After you save a user interface as a .uir file, LabWindows/CVI automatically generates an include (.h) file that defines all the constants and callback functions you have assigned.
Chapter 2  Building a Graphical User Interface

CodeBuilder

After you complete the .uir file, you can use CodeBuilder to expand on code in the project template source file by generating the skeleton code for the remaining callback functions for the controls on your panel. For more information about CodeBuilder, refer to the Using LabWindows/CVI»Developing a Graphical User Interface»Generating Code from the GUI section of the LabWindows/CVI Help.

Selecting a Project Template

Complete the following steps to select and set up a project template for the sample project.

1. Launch LabWindows/CVI by selecting Start»All Programs»National Instruments»LabWindows CVI version»LabWindows CVI version.

   Note  (Windows 8)  Click NI Launcher and select LabWindows/CVI version in the window that appears.

2. When you open LabWindows/CVI for the first time, you see the Welcome Page. It displays options for opening files and examples, helpful resources, and recently opened files. Select Project from Template to open the New Project from Template dialog box.

   Note  If you disable the Welcome Page, you see an empty workspace when you start LabWindows/CVI. Select File»New»Project from Template to open the New Project from Template dialog box.

3. Select User Interface Application.

4. Change Project name to sample1.

5. Change the Project folder to the tutorial folder.

   For Windows XP/Server 2003, browse to: \Documents and Settings\All Users\Documents\National Instruments\CVIversion\tutorial\.

   For Windows 8/7/Vista/Server 2008, browse to: \Users\Public\Documents\National Instruments\CVIversion\tutorial\.

6. Verify that Add this project to the current workspace is not selected.

7. Click OK.
Building a User Interface Resource (.uir) File

Complete the following steps to design the user interface for the sample project, as shown in Figure 2-1.

Figure 2-1. sample1.uir

Editing a .uir File

1. In the Project Tree, right-click `sample1.uir` and select Open to open the file.

   Tip You also can double-click an item in the Project Tree to open it.

2. The Attribute Browser is located to the right of the User Interface Editor in the Workspace window, below the User Interface Browser. In the Attribute Browser, the Find text box highlights attributes in the list and the Filter text box displays only matching attributes in the list. You can change between finding or filtering attributes in the list by clicking Find or Filter.

   Use the Find or the Filter text box to locate the Constant Name control in the Attribute Browser. Notice that Constant Name is set to PANEL and Callback Function is set to panelCB. These are the settings from the project template.

   Note In the User Interface Editor, select the control(s) or panel you want to edit to display the associated attributes in the Attribute Browser.
Chapter 2  Building a Graphical User Interface

3. Enter **Sample 1** for the Title and press the <Enter> key to commit any attribute value changes.

You also can edit control and panel attribute values in the Edit Control or Edit Panel dialog box, respectively. Double-click a control or panel in the .uir to open the edit dialog box. Notice that some attributes have slightly different names in the edit dialog box compared to the names in the Attribute Browser.

### Adding Command Buttons

1. Select **Create»Command Button»Square Command Button**. LabWindows/CVI places a button labeled **OK** on the panel.

   **Tip**  You also can add controls to a panel by right-clicking the panel and selecting the appropriate control.

2. To edit the button attributes, select the button. The attributes related to the button appear in the Attribute Browser.

3. To change the label on the command button, enter **Acquire** in place of __**OK** in **Label Text**.

   **Note**  If you type a double underscore before any letter in **Label Text**, the letter is underlined on the user interface. The user can select the control by pressing <Alt> and the underlined letter, provided that no accessible menu bars contain a menu with the same underlined letter.

4. Assign a constant name to the button. In the C source code you use this constant name to identify the button. Change the default **Constant Name** to **ACQUIRE**.

5. Assign a function name that the program calls when a user clicks the **Acquire** button. Enter **AcquireData** as the **Callback Function**. In Chapter 3, **Using Function Panels and Libraries**, you write the source code for the **AcquireData** function.

6. (Optional) Customize the label font appearance by changing the values in the **Label Bold** field, the **Label Character Set** field, and so on.

7. To add the **QUIT** button, ensure the .uir file has focus, right-click the panel, and select **Custom Controls»Quit Button**. Custom controls are frequently used control configurations. The **QUIT** button already has a callback function, **QuitCallback**, assigned. It is not necessary to modify the default settings for the **QUIT** button.

### Adding a Graph Control

1. Right-click the Sample 1 panel and select **Graph»Graph**. LabWindows/CVI places a graph control labeled Untitled Control on the panel.

2. To size the panel, click and drag one of its corners. Use the commands in the **Edit** menu and the **Arrange** menu to cut, copy, paste, align, and space user interface controls in the
You also can locate control attributes using the User Interface Browser located above the Attribute Browser. Double-click **GRAPH** in the User Interface Browser. Notice that the graph is highlighted in the User Interface Editor and the attributes available in the Attribute Browser are now attributes associated with the graph control.

To customize the graph attributes, enter the following values in the Attribute Browser:

a. Use the **Find** text box to locate the **Constant Name** attribute. If you prefer, use the **Filter** text box accessible by toggling the **Find** label. Enter **WAVEFORM** as the **Constant Name**.

   **Note** Because the graph serves only as an indicator to display a waveform, the graph does not require a callback function. Callback functions are necessary only when the operation of the control initiates an action. Indicators generally do not require callback functions.

b. Enter **Acquired Data** as the **Label Text**.

c. Enter **Time** for **X Name**.

d. To display time relative to the start of the application, set **X Format** to **relative time**.

e. Click the ... button in the value column of **X Axis Date Time Format String** to open the Edit Relative Date/Time Format String dialog box. To display time in minutes and seconds, delete %H: from the **Format String** field and click **OK**.

f. Set **Y Name** to **Voltage**.

4. Verify that the completed user interface looks like the one shown in Figure 2-1.
Completing the Program Shell with CodeBuilder

Now that you have built a GUI in the User Interface Editor, use CodeBuilder to complete the remainder of the program shell for your GUI. Generate the skeleton code for the control callbacks.

1. To select default control events for your application, select Code » Preferences » Default Events to open the Callback Events dialog box. Select All control types from the left tree and select EVENT_COMMIT and EVENT_RIGHT_CLICK. Verify that no other events are selected. Click OK.

   In the main tutorial, you work only with the EVENT_COMMIT event. In Chapter 7, Additional Exercises, you develop code to display help when a user right-clicks a GUI control. For a complete list of events, refer to the Library Reference » User Interface Library » Events topic of the LabWindows/CVI Help.

2. Select Code » Generate » All Callbacks. By default, CodeBuilder generates EVENT_COMMIT events for every panel or control for which you define a callback function.

3. The Generate Code dialog box appears with the panelCB callback function highlighted in the Source window. The project template provides the panelCB callback function, so you do not need CodeBuilder to generate it. Click Skip. CodeBuilder proceeds and generates the callback functions for all of the controls.

4. Insert a line after case EVENT_COMMIT: in the QuitCallback function with the following code:

   ```c
   QuitUserInterface(0);
   ```

   **Note**  The project template provides only one option for closing the panel, clicking the X button in the upper right corner. By inserting a call to QuitUserInterface in QuitCallback, you add a second option for closing the panel, clicking the QUIT button.
Analyzing the Source Code

The source code that you generated for the Sample 1 program is skeleton code. You must add code to this skeleton that determines how the program responds when it generates events. The program you generated consists of three functions. The functions in the sample1.c code are good examples of the functions you may write in the future for your own LabWindows/CVI programs.

main Function

Completing the main function is the first step you must take when you build your own applications. The main function is shown in the following code:

```c
int main (int argc, char *argv[])
{
    int error = 0;
    /* initialize and load resources */
    nullChk (InitCVIRTE (0, argv, 0));
    errChk (panelHandle = LoadPanel (0, "sample1.uir", PANEL));

    /* display the panel and run the user interface */
    errChk (DisplayPanel (panelHandle));
    errChk (RunUserInterface ());

    Error:
    /* clean up */
    if (panelHandle > 0)
        DiscardPanel (panelHandle);
    return 0;
}
```

Note The LabWindows/CVI macros errChk and nullChk provide convenient error-handling. For more information about these macros, refer to toolbox.h.

To allow users to operate the user interface that you created, your program must perform the following steps:

- **LoadPanel** loads the panel from the .uir file into memory.
- **DisplayPanel** displays the panel on the screen.
- **RunUserInterface** allows LabWindows/CVI to begin sending events from the user interface to the C program you are developing. This function does not return until the program calls QuitUserInterface.

When you no longer need the user interface, call DiscardPanel to remove the panel from memory and from the screen.
AcquireData Function

The AcquireData function automatically executes whenever you click Acquire on the user interface. You add to this function later in this tutorial so you can plot the array on the graph control that you created on the user interface. The AcquireData function is shown in the following code:

```c
int CVICALLBACK AcquireData (int panel, int control, int event, void *callbackData, int eventData1, int eventData2)
{
    switch (event)
    {
        case EVENT_COMMIT:
            break;
        case EVENT_RIGHT_CLICK:
            break;
    }
    return 0;
}
```

Notice that the callback function returns 0. User callbacks must always return 0 unless they intend to swallow the event to which they are responding. To swallow the event, the callback should return 1. This tutorial does not use callbacks that swallow events. Refer to the Library Reference » User Interface Library » Events » Swallowing Events topic in the LabWindows/CVI Help for more information about swallowing events, including a list of events that are swallowable.

QuitCallback Function

The QuitCallback function automatically executes whenever you click QUIT on the user interface. This function disables the user interface from sending event information to the callback function and causes the RunUserInterface call in the main function to return. The QuitCallback function is shown in the following code:

```c
int CVICALLBACK QuitCallback (int panel, int control, int event, void *callbackData, int eventData1, int eventData2)
{
    switch (event)
    {
        case EVENT_COMMIT:
            QuitUserInterface (0);
            break;
        case EVENT_RIGHT_CLICK:
            break;
    }
    return 0;
}
```
Running the Generated Code

The code you generated using CodeBuilder is syntactically and programmatically correct code that compiles and runs before you add to it. Select Run>Debug sample1.exe to run the generated code. The program displays the user interface panel and exits when you press the QUIT button.
Using Function Panels and Libraries

In this chapter of the tutorial, you use LabWindows/CVI function panels to generate code. You complete the source code that plots an array with a sine pattern on the graph control you created in Chapter 2, Building a Graphical User Interface.

Function Panel Fundamentals

A function panel is a graphical view of a library function in LabWindows/CVI. Function panels serve several important purposes.

- With function panels, you can execute each LabWindows/CVI function interactively before incorporating it into the program. With this feature, you can experiment with the parameter values until you are satisfied with the operation of the function.
- Function panels provide help that explains the purpose of each function in the LabWindows/CVI libraries and of each parameter in the function call.
- Function panels generate code automatically so that you can insert the function call syntax into your program source code.

Accessing Function Panels

The Library Tree includes function panels for all of the libraries in LabWindows/CVI. You can scan quickly through the hierarchy of the library to find a given function. Alternatively, you can use the Find text box located above the Library Tree and enter the name of the function. For advanced searching options, right-click the Library Tree, select Find, enter the name of the function, and select from several search options such as case-sensitivity, wrapping text, and so on.

Function Panel Controls

The controls on the function panel represent parameters. Enter values in the controls to specify parameter values. Some controls have ... buttons next to them that provide additional dialog boxes to select input for parameters.
Function Panel Help

You can access help for functions and parameters from function panels. Table 3-1 lists methods for accessing the help.

<table>
<thead>
<tr>
<th>Type of Help</th>
<th>How to View Help</th>
</tr>
</thead>
<tbody>
<tr>
<td>Function Help</td>
<td>Select Help→Function. Or Right-click anywhere on the background of the function panel. Or Press &lt;Shift-F1&gt;.</td>
</tr>
<tr>
<td>Parameter Help</td>
<td>Place the cursor in the control, then select Help→Control. Or Right-click the control. Or Press &lt;F1&gt; from the control.</td>
</tr>
</tbody>
</table>

Note A function must be documented in the LabWindows/CVI Help to have combined help available through its function panel.

Generating an Array of Data

If you did not proceed directly from Chapter 2, Building a Graphical User Interface, go back and do so now.

When a user clicks Acquire, the program generates a random number using the ANSI C srand and rand functions and then uses that number as the amplitude for the sine pattern.

1. Open sample1.c, if it is not already open.
2. In the AcquireData function, on the line following case EVENT_COMMIT:, enter the following lines of code to generate the random numbers.

   ```c
   srand (time(NULL));
   amp = rand ()/32767.0;
   ```

   Note Refer to sample1.c in the solution folder for an example of the previous code that is 64-bit compliant.

3. Position the cursor on a blank line immediately following amp = rand ()/32767.0.
4. Enter SinePattern in the Find text box above the Library Tree to locate the Sine Pattern function panel and press the <Enter> key to highlight the function in the Library Tree. Then press the <Enter> key again to open the function panel.

**Note** If LabWindows/CVI cannot find a match, right-click the Library Tree and select Show Function Names. Then repeat step 4.

5. Select Code»Set Target File. Select sample1.c and click OK.
6. Enter 100 in the Number of Elements control.
7. Enter amp in the Amplitude control. Select Code»Declare Variable and enable the Add declaration to current block in target file “sample1.c” option. Click OK.
8. Enter 180.0 in the Phase (Degrees) control.
9. Enter 2.0 in the Number of Cycles control.
11. In the Declare Variable dialog box, enter 100 as the Number of Elements and enable the Add declaration to top of target file “sample1.c” option. Click OK.
12. Select Code»Insert Function Call. LabWindows/CVI pastes the SinePattern function from the function panel into the sample1.c source code at the position of the text cursor.

**Tip** In the Source window, you can place your cursor anywhere in a LabWindows/CVI library function call and then select View»Recall Function Panel to open the function panel for the selected function. When you recall a function panel, the controls automatically reflect the state of the function call in the Source window.

### Building the PlotY Function Call Syntax

Complete the following steps to generate a line of code that plots the random data array on the graph control.

1. Position the cursor in the Source window on a blank line immediately following the SinePattern function call within the AcquireData function.
2. Type PlotY and then press <Ctrl-P> to open the Plot Y function panel.
3. In the Panel Handle control, select Code»Select Variable. Enable the Show Project Variables option. The dialog box contains a list of variable names used in your program. Choose panelHandle from the list and click OK.
Chapter 3 Using Function Panels and Libraries

4. For the Control ID control, you must specify the constant name assigned to the graph control. While the cursor is in Control ID, press <Enter> to open a dialog box with a list of the constant names for controls in the .uir files in the workspace. Verify sample1.uir is selected in the User Interface Resource files section, select PANEL_WAVEFORM from the list of constants, and click OK.

5. Type sine in the Y Array control. This name indicates which array in memory the program displays on the graph.

6. Type 100 in the Number of Points control. This number indicates the number of elements in the array to plot.

7. For Y Data Type, click the control to display a drop-down menu of possible data types. Select double precision. When the Plot Y function panel matches the one in Figure 3-1, proceed to the next step.

Figure 3-1. Completed Plot Y Function Panel

8. Select Code Insert Function Call to paste the PlotY function call into the source code. LabWindows/CVI displays a message that states text is selected on the current line. Click Replace to replace the PlotY you typed with the complete function call.
9. Confirm that the `AcquireData` function matches the following source code:

```c
int CVICALLBACK AcquireData (int panel, int control, int event,
    void *callbackData, int eventData1, int eventData2)
{
    double amp;
    switch (event)
    {
    case EVENT_COMMIT:
        srand (time(NULL));
        amp = rand ()/32767.0;
        SinePattern (100, amp, 180.0, 2.0, sine);
        PlotY (panelHandle, PANEL_WAVEFORM, sine,
            100, VAL_DOUBLE, VAL_THIN_LINE, VAL_EMPTY SQUARE,
            VAL_SOLID, 1, VAL_RED);
        break;
    case EVENT_RIGHT_CLICK:
        break;
    }
    return 0;
}
```

10. Save the source file.

Running the Completed Project

You now have a completed project, saved as `sample1.prj`. Select `Run»Debug sample1.exe` to execute the code. If prompted, click `Yes` to add `ansi_c.h` and `analysis.h` to the top of the file.

**Note** If LabWindows/CVI prompts you to add a reference to a header file, LabWindows/CVI also displays an error indicating that you are calling a function that is not defined. When you add the header file, LabWindows/CVI can find the function definition and no error occurs when you next execute the code.

When you run your program, the following actions take place:

1. LabWindows/CVI compiles the source code from `sample1.c` and links with the appropriate libraries in LabWindows/CVI.
2. When the program starts, LabWindows/CVI launches the user interface, ready for keyboard or mouse input.
3. When you click `Acquire`, LabWindows/CVI passes the event to the `AcquireData` callback function.
4. The `AcquireData` function generates an array of data and plots it on the graph control on the user interface.

5. When you click **QUIT**, LabWindows/CVI passes the event to the `QuitCallback` function, which halts the program.
Editing and Debugging Tools

In this chapter, you become acquainted with the following tools available for editing and debugging in the LabWindows/CVI environment.

- Source window
- Step modes of execution
- Breakpoints
- Variables and Call Stack window
- Array Display window
- Memory Display window
- Watch window
- Graphical Array View
- Resource Tracking window

Editing Tools

This chapter uses the project you developed in Chapter 3, *Using Function Panels and Libraries*. If you did not proceed directly from Chapter 3, go back and do so now.

The LabWindows/CVI Source window has a number of quick editing features that are helpful when you work with source files. Complete the following steps to view some of the editing features available in LabWindows/CVI.

1. Open `sample1.c` if it is not already open. Select **View»Line Numbers** to display a column to the left of the window that shows line numbers.

2. The programs you develop in LabWindows/CVI often refer to other files, such as header files or user interface files. To view these additional files quickly, place the cursor on the filename in the source code and select **File»Open Quoted Text**, press <Ctrl-U>, or right-click the filename and select **Open Quoted Text**.

   Place the cursor on the `userint.h` filename in `sample1.c` and press <Ctrl-U>. LabWindows/CVI opens the `userint.h` header file in a separate Source window. Scroll through and then close the header file.
Chapter 4  Editing and Debugging Tools

3. If you want to view a portion of your source code while you make changes to another area of the source code in the same file, you can split the window into top and bottom halves called subwindows, as shown in Figure 4-1.

Figure 4-1. Split Source Window

To split the window, click and drag the double line at the top of the Source window to the middle of the screen. Notice how each half of the window scrolls independently to display different areas of the same file simultaneously. Type text on line 46. Notice that the text you typed appears in both halves of the window.
4. If you make editing mistakes while entering or editing source code in the Source window, LabWindows/CVI has an **Undo** feature you can use to reverse any mistakes. The default configuration of LabWindows/CVI allows up to 100 undo operations, and you can undo up to 1,000 operations. Press <Ctrl-Z>. The text you entered on line 46 of the source code disappears.

5. Drag the dividing line between the two subwindows back to the top to make a single window again.

6. If you want a cleaner view of your code, you can collapse certain regions. Click the minus button to the left of the main function in **sample1.c**. The function collapses into a single line of code with a dotted line beneath it. The minus button is now a plus button, signaling there is hidden collapsed code. Click the plus button to reveal the code.

   **Tip** To recursively collapse the region and any subregions of code, right-click the minus button and select **Collapse Region and Subregions**.

   Place your mouse over the collapsible region to highlight the region in the column that corresponds to the code block. The highlight persists until you move your mouse to another part of the collapsible region. If you move your mouse away from the collapsible region and into the source code, the highlight persists in a lighter shade.

   LabWindows/CVI defines collapsible regions for multiline code blocks delimited by curly braces or multiline comments. For more information about collapsible regions, refer to [collapsible regions](#) in the LabWindows/CVI Help index.

7. You can use three different methods to quickly move to a particular line of code in your source file.

   - If you know the line number you want to view, select **View»Line** to open the Line dialog box. Then enter the line number in the **Go to Line** control and click the **OK** button.
   
   - You can double-click the line indicator in the status bar of the confined Source window to open the Line dialog box. Then enter the line number in the **Go to Line** control and click the **OK** button.
   
   - You can set tags on particular lines to highlight lines of code to which you can jump quickly.

     To set a tag, place the cursor on line 48. Select **View»Toggle Tag**. A green square appears in the left-hand column of the Source window. Place the cursor on line 65 of the Source window and add another tag. Press <F2> to move between tags. Select **View»Clear Tags**, make sure all of the tags are checked, and then click **OK** to remove the tags from the source file.

8. You also can navigate through the Source window by finding specific text in the code. Select **Edit»Find** to open the Find dialog box, in which you enter the text you want to locate and specify various searching preferences. Enter `panelHandle` in the **Find what** control and leave the remaining controls set to their default values. Then click **Find Next**. LabWindows/CVI highlights the first match in the text and displays a list of all matches in
the Find Results window. Click an entry in the Find Results window to locate the corresponding text in the Source window.

Select Edit»Quick Search and type argc. When you use the Quick Search command, LabWindows/CVI performs an incremental search. Notice that LabWindows/CVI finds matches of the letters you type. The selection changes as you type more letters.

**Step Mode Execution**

In LabWindows/CVI, you can compile and build a program in debug configuration or release configuration by selecting the configuration from the Build»Configuration submenu. The debug configuration executes similarly to the release version of the program but also offers you tools for debugging the program, including breakpoints and step mode execution. After debugging your program, select a release configuration to remove debugging information and increase the execution speed of your program. Refer to the Using LabWindows/CVI»Managing Projects»Setting the Project Configuration topic in the LabWindows/CVI Help for more information about project configurations. The following debugging exercises use debug configuration.

Step mode execution is a useful run-time tool for debugging programs. To step through sample1.c, complete the following steps:

1. Select Run»Break on»First Statement to stop execution at the first statement in the source code.
2. Select Run»Debug sample1.exe to begin program execution. After the program compiles, the `main` function line in the program is highlighted in the Source window, indicating that program execution is currently suspended.
3. To execute the highlighted line, select Run»Step Into.

**Tip** Alternatively, use the icons in the toolbar and the shortcut key combinations listed in Table 4-1 to execute these commands.

**Table 4-1. Quick Keys for Step Mode Execution**

<table>
<thead>
<tr>
<th>Command</th>
<th>Shortcut Key Combination</th>
<th>Toolbar Icon</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Continue</td>
<td>&lt;F5&gt;</td>
<td><img src="image" alt="Continue Icon" /></td>
<td>Causes the program to continue operation until it completes or reaches a breakpoint</td>
</tr>
<tr>
<td>Go to Cursor</td>
<td>&lt;F7&gt;</td>
<td><img src="image" alt="Go Icon" /></td>
<td>Continues program execution until the program reaches the location of the cursor</td>
</tr>
<tr>
<td>Set Next Statement</td>
<td>&lt;Ctrl-Shift-F7&gt;</td>
<td><img src="image" alt="Set Statement Icon" /></td>
<td>Changes the next statement to execute</td>
</tr>
</tbody>
</table>
4. To find the definition of the SinePattern function, place the cursor on the function in sample1.c and select Edit→Go to→Go to Definition. Alternatively, you can right-click the function and select Go to Definition.

The Go to Definition command immediately finds the definition of the function, even when the function resides in a different source or header file. However, the target source file must have been compiled in the project. You also can use this command to find variable declarations.

In this case, LabWindows/CVI opens analysis.h and highlights the SinePattern function declaration. To return to your previous source code location, select Edit→Go to→Go Back.

Tip Many of the commands in this exercise also are available in the Source window context menu. Right-click within the Source window to view the available commands.

5. Use the Step Into button to begin stepping through the program. Notice that when the main function is executed, the highlighting moves to the function and traces the instructions inside the function. Continue to step through the program until the following statement is highlighted:

errChk(DisplayPanel (panelHandle));

6. Place the cursor on the line with the call to DiscardPanel (panelHandle);. Select Run→Set Next Statement to select the next statement to execute. The highlighting moves to that line. Press <F5> to continue program execution. Notice that the program exits without having run the user interface because the program execution skipped over the RunUserInterface function call.

<table>
<thead>
<tr>
<th>Command</th>
<th>Shortcut Key Combination</th>
<th>Toolbar Icon</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step Into</td>
<td>&lt;F8&gt;</td>
<td>[Step]</td>
<td>Single-steps through the code of the function call being executed</td>
</tr>
<tr>
<td>Step Over</td>
<td>&lt;F10&gt;</td>
<td>[Step Over]</td>
<td>Executes a function call without single-stepping through the function code itself</td>
</tr>
<tr>
<td>Finish Function</td>
<td>&lt;Ctrl-F10&gt;</td>
<td>[Finish]</td>
<td>Resumes execution through the end of the current function and breakpoints on the next statement</td>
</tr>
<tr>
<td>Terminate Execution</td>
<td>&lt;Ctrl-F12&gt;</td>
<td>[Stop]</td>
<td>Halts execution of the program during step mode</td>
</tr>
</tbody>
</table>

Table 4-1. Quick Keys for Step Mode Execution (Continued)
Breakpoints

Breakpoints are another run-time tool that you can use to debug programs in LabWindows/CVI. A breakpoint is a location in a program at which LabWindows/CVI suspends execution of your program. You can invoke a breakpoint in LabWindows/CVI in the following ways:

- **Fixed Breakpoint**—Insert a breakpoint at a particular location in the Source window. You can turn breakpoints on or off even while your program is executing.
- **Instant Breakpoint**—When an application is running, press <Ctrl-F12> while a window is active in the LabWindows/CVI environment.
- **Breakpoint on Library Errors**—Select Run»Break on»Library Errors to cause LabWindows/CVI to pause at a particular location when a library function returns an error.
- **Conditional Breakpoint**—Cause LabWindows/CVI to pause at a particular location when a user-specified condition becomes true.
- **Programmatic Breakpoint**—In your code, call the Breakpoint function.
- **Watch Expression Breakpoint**—Cause LabWindows/CVI to pause when the value of a watch expression changes.

Fixed Breakpoints

To insert a breakpoint at a specific location in your source code, click in the left column of the Source window on the line on which you want to suspend execution. Complete the following steps to insert a breakpoint inside the AcquireData function.

1. Stop program execution by selecting Run»Terminate Execution, if necessary.
2. Disable Run»Break on»First Statement.
3. In the Source window, click to the left of the line that contains the following statement:
   
   SinePattern (100, amp, 180.0, 2.0, sine);
A red diamond, which represents a breakpoint, appears beside that line as shown in Figure 4-2.

**Figure 4-2. Breakpoint Beside a Line of Code**

Note You do not need to suspend or terminate execution to insert a breakpoint. If you insert a breakpoint while the program is running, LabWindows/CVI suspends the program when it reaches that line of code.

4. Begin execution of the program by selecting **Run»Debug sample1.exe**. Click **Acquire** to generate a commit event for **AcquireData**. When LabWindows/CVI encounters the breakpoint during execution, it suspends program execution and highlights the line where you inserted the breakpoint.

5. At a breakpoint, you can complete the following actions:
   - Press <F5> to continue execution. Program execution continues until the next breakpoint or until completion.
   - Single-step through any line of code by selecting **Run»Step Over** or **Run»Step Into**.
   - Stop the program at a breakpoint by pressing <Ctrl-F12> or by selecting **Run»Terminate Execution**.

6. To remove the breakpoint from the program, click the red diamond.
Conditional Breakpoints

Use conditional breakpoints to halt program execution only when the specified condition is true. Complete the following steps to use conditional breakpoints in your program.

1. Select Run » Breakpoints to open the Breakpoints dialog box.
2. In the Breakpoints dialog box, click Add/Edit Item to open the Edit Breakpoint dialog box.
3. In the Edit Breakpoint dialog box, enter 82 for Line, and enter amp > 0 as the Condition. Notice the default values for the remaining controls, but do not change them. Click Add.
4. Click OK to exit the Breakpoints dialog box. LabWindows/CVI displays a yellow square to the left of line 82 to indicate the conditional breakpoint.
5. Select Run » Debug sample1.exe to begin program execution. Click Acquire to run the code in the commit event case for AcquireData. LabWindows/CVI halts execution at line 82 because the breakpoint condition was met. Hover the mouse cursor over amp to verify its value is greater than 0.
6. Select Run » Terminate Execution to stop the program.
7. Right-click the conditional breakpoint icon to the left of line 82 and select Breakpoints to open the Breakpoints dialog box.
8. Click Add/Edit Item to open the Edit Breakpoint dialog box. Replace the Condition text with amp < 0 and click Replace. Then click OK to exit the Breakpoints dialog box.
9. Repeat step 5. Notice that LabWindows/CVI does not halt execution at line 82 because the breakpoint condition is no longer true.
10. Press <Ctrl-F12> twice to stop the program. To remove the breakpoint, select Run » Breakpoints, ensure the breakpoint is highlighted, and click Delete Item. Then click OK to exit the dialog box.

For more information about breakpoints, refer to breakpoints in the LabWindows/CVI Help index.

Displaying and Editing Data

Step mode execution and breakpoints are useful tools for high-level testing. However, you often need to look beyond your source code to test your programs. LabWindows/CVI provides displays for viewing and editing the data for your program. In the following exercises, you use a variety of these displays to view data generated by your application.

Variables and Call Stack Window

The Variables and Call Stack window shows all variables currently declared in the LabWindows/CVI interactive program. To view the Variables and Call Stack window, select Window » Variables and Call Stack.

The Variables and Call Stack window lists the name, value, and type of currently active variables. LabWindows/CVI displays variables in categories according to how they are defined, such as global or local. The Call Stack section shows the current call stack of functions. To view
variables that are active elsewhere in the call stack, double-click the corresponding function in the Call Stack.

You can view the Variables and Call Stack window at any time to inspect variable values. This feature is especially useful when you step through a program during execution. Complete the following steps to step through the program and view the Variables and Call Stack window at different points in the execution of the program.

1. Select **Run»Break on»First Statement**.
2. Select **Run»Debug sample1.exe**, or press <Shift-F5>, to run the program. When the program begins execution, LabWindows/CVI highlights the **main** function in the Source window.
3. Select **Window»Variables and Call Stack** to view the Variables and Call Stack window, shown in Figure 4-3.

**Figure 4-3. Variables and Call Stack Window During Execution of main**

4. Insert a breakpoint on the line with the following code:

   ```
   SinePattern (100, amp, 180.0, 2.0, sine);
   ```

5. Press <F5> to continue program execution. Click **Acquire**. LabWindows/CVI halts program execution on the statement with the breakpoint. In the Variables and Call Stack window, LabWindows/CVI now lists **AcquireData** in the Call Stack section. The Variables and Call Stack window shows the variables that are declared locally to that function in the **Local variables** section of the window.

6. Leave the program suspended and continue to the next section, **Editing Variables**.
Chapter 4  Editing and Debugging Tools

Editing Variables
In addition to displaying variables, you can use the Variables and Call Stack window to edit the contents of a variable. Complete the following steps to use the Variables and Call Stack window for this purpose.

1. Make sure the `sample1.c` program is still suspended on the following line:
   ```c
   SinePattern (100, amp, 180.0, 2.0, sine);
   ```
2. Highlight the `amp` variable in the Source window and select Run»View Variable Value. LabWindows/CVI highlights the `amp` variable in the Variables and Call Stack window.
3. From the Variables and Call Stack window, press <Enter> to edit the value of `amp`. Enter 0.2 in the value column and press <Enter>.
4. In the Source window, select Run»Continue. Notice that the sine pattern amplitude is now 0.2. The change you made using the Variables and Call Stack window took effect immediately in the execution of the program.

   **Note** Notice that LabWindows/CVI displays in red text those variable values that changed since the program was last suspended. In the Variables and Call Stack window, LabWindows/CVI now displays the value for the `amp` variable in red text to indicate a changed value.

Array Display Window
The Array Display window shows the contents of an array of data or a string. You can use the Array Display window to edit array or string elements in the same way that you edited variables using the Variables and Call Stack window.

1. Click Acquire to put the program in breakpoint mode again.
2. Right-click `sine` in the Variables and Call Stack window and select View»Array Display to view the array values as shown in Figure 4-4.

   **Figure 4-4. Array Display Window**

   ![Array Display Window](image)
The actual values in your array might differ from the values shown in Figure 4-4.

The Array Display window shows the values of array elements in tabular format. In Figure 4-4, the sine array is a one-dimensional array, so the display consists of one column of numbers. The numbers in the column on the left side of the display indicate the index number.

Take a moment to view the display. You can edit individual elements in the array just as you edited variables in the Variables and Call Stack window.

3. Close the Array Display window.

Memory Display Window

You can use the Memory Display window to view and edit the memory of the program you are debugging. Use the Memory Display window as follows:

1. With your program still suspended, select Window»Memory to display the Memory Display window.
2. Click the Variables and Call Stack tab to return to the Variables and Call Stack window.
3. Click the sine variable in the Variables and Call Stack window and drag it to the Memory tab. LabWindows/CVI displays the sine array memory in the Memory Display window.
4. To edit the program memory, right-click in the Memory Display window and select Edit Mode. When the Memory Display window is in edit mode, double-click a value to edit it. Similar to the Variables and Call Stack window, the Memory Display window also displays changed values in red text.
5. When you are finished, click <Ctrl-F 12> to terminate program execution.

Watch Window

The Watch window is a powerful debugging tool. In addition to viewing values of variables changing dynamically as your program executes, you also can use the Watch window to view expression values and set conditional breakpoints when variable or expression values change. Complete the following steps to use the Watch window to view variables during program execution.

1. With sample1.prj still loaded as the current project, ensure that Run»Break on» First Statement is enabled. Click the breakpoint on the SinePattern line of code to remove it.
2. Select Run»Debug sample1.exe, or press <Shift-F5>, to start program execution. Execution breaks with the main function highlighted.
3. In the Variables and Call Stack window, right-click the sine variable and select Add Watch Expression to add the sine variable to the Watch window.
4. Enable the **Break On Change** option so that the window matches the one shown in Figure 4-5. You might need to resize the Watch window to expose the **Break On Change** option. Expand the `sine` variable within the Watch window to view the individual elements within the array.

![Figure 4-5. Watch Window](image)

5. Select **Run»Continue** to continue program execution. Click **Acquire** on the user interface. LabWindows/CVI displays a dialog box indicating the watchpoint values have changed, and the program execution breaks after the call to `SinePattern` because the `sine` variable values have changed. Click **OK** to dismiss the dialog box. Review the updated element values of the `sine` variable in the Watch window. After viewing the new variable values in red text, select **Run»Continue** to continue program execution and then click **QUIT** on the user interface to exit the program. Remove the watch expression by clicking the `sine` variable in the Watch window and pressing `<Delete>`.

### Tooltips

You also can use the following method to edit variables:

1. Disable the **Run»Break on»First Statement** option and set a breakpoint on the line of code that includes the `SinePattern` function call. Then, select **Run»Debug sample1.exe**.
2. Click **Acquire** on the user interface. Program execution breaks on the `SinePattern` statement.
3. Position the mouse cursor on the `amp` variable in the `SinePattern` statement.
4. The variable value appears in a tooltip. Highlight the current value and enter `3.0`.
5. Select **Run»Continue** to complete program execution. Notice the amplitude of the graphed sine pattern is the value you specified in the tooltip, not the amplitude calculated in the program. Click **QUIT** on the user interface to exit the program.

### Graphical Array View

The Graphical Array View shows the values of arrays in a graph view. This display is available for 1D and 2D arrays during debugging. To open the Graphical Array View, complete the following steps:

1. Clear the existing breakpoint. Then, set a breakpoint on the line of code that includes the call to `PlotY`.
2. Select **Run»Debug sample1.exe** and click **Acquire** on the user interface.
3. In the Variables and Call Stack window, highlight the `sine` variable and select View ➤ Graphical Array View to view the `sine` values in a graph. You also can right-click the variable name in the Source window and select View ➤ Graphical Array View.

4. Select Run ➤ Continue to complete program execution. Then click QUIT on the user interface to exit the program.

**Resource Tracking Window**

Use the Resource Tracking window to detect memory leaks in a LabWindows/CVI application. The Resource Tracking window displays resources that LabWindows/CVI has allocated, or recently deallocated, in the application. If the Resource Tracking window displays no resources when the program has completed execution, all allocated resources were subsequently deallocated. Resource tracking is enabled by default in extended debugging mode. Complete the following steps to view resources during program execution.

> **Note** The Resource Tracking window is available only in the Full Development System.

1. Select Options ➤ Build Options to open the Build Options dialog box. Ensure that the value in the Debugging level pull-down menu is Extended. The Debugging level option is on the Configuration Options tab. Then click OK to exit the Build Options dialog box.

2. Verify the breakpoint still exists on the line of code that includes the call to `PlotY`. If not, add a breakpoint on that line of code.

> **Note** The Resource Tracking window displays information only when the program is suspended. Therefore, the program must execute to the breakpoint before the window displays any information.


4. Select Run ➤ Debug sample1.exe to execute the program.

5. Click the Acquire button.

The Resource Tracking window appears similar to the following image.

**Figure 4-6. Resource Tracking Window**
Notice the user interface resource for the panel that appears in the **Resources** column. LabWindows/CVI displays newly allocated resources in red text. Double-click the panel in the **Resources** column. LabWindows/CVI highlights the resource allocation of the panel in the Source window. The **Call Stack** column displays the call stack of functions when the resource was allocated.

Refer to the *Using LabWindows/CVI>Debugging Tools>Resource Tracking Window* topic in the *LabWindows/CVI Help* for more information about the Resource Tracking window.
Adding Analysis to Your Program

In Chapter 3, Using Function Panels and Libraries, you generated code to plot the sine pattern array on the graph control. You placed the plotting function in a callback function that triggers by clicking the Acquire button. In this chapter, you add analysis code to write a callback function that finds the maximum and minimum values of the array and displays them in numeric indicators on the user interface.

Setting Up

This chapter builds on the concepts that you learned in Chapter 3, Using Function Panels and Libraries. If you did not complete the exercise in Chapter 3, go back and do so now.

1. Remove all breakpoints and close all windows except the Workspace window.
2. Run sample1.prj to verify the operation of the program. Click QUIT to terminate the execution.

Modifying the User Interface

Complete the following steps to modify the existing user interface:

1. Open sample1.c. Place the cursor at the end of the file. CodeBuilder uses that location for the new callback function that it generates later in this chapter.
2. Without closing the sample1.c source code, open sample1.uir. Your goal is to modify the .uir to match the user interface shown in Figure 5-1.
3. Add a command button to the panel.
4. Select the new command button then enter the following information in the Attribute Browser.

<table>
<thead>
<tr>
<th>Control</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Constant Name</td>
<td>MAXMIN</td>
</tr>
<tr>
<td>Callback Function</td>
<td>FindMaxMin</td>
</tr>
<tr>
<td>Label Text</td>
<td>Max &amp; Min</td>
</tr>
</tbody>
</table>

5. Use CodeBuilder to add code to your program for an individual control callback function. Right-click the Max & Min command button and select Generate Control Callback. The lightning bolt cursor appears while CodeBuilder generates code in the sample1.c source file. When you finish updating the user interface for Sample 1, you will add code to the FindMaxMin callback function to compute and display the maximum and minimum values of the array.

6. In the User Interface Editor, right-click the panel and select Numeric>Numeric.
7. Ensure the numeric control has focus and enter the following information in the Attribute Browser.

<table>
<thead>
<tr>
<th>Control</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Constant Name</td>
<td>MAX</td>
</tr>
<tr>
<td>Control Mode</td>
<td>indicator</td>
</tr>
<tr>
<td>Label Text</td>
<td>Maximum</td>
</tr>
</tbody>
</table>

8. Add a second numeric control to the panel.

9. Ensure the numeric control has focus and enter the following information in the Attribute Browser.

<table>
<thead>
<tr>
<th>Control</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Constant Name</td>
<td>MIN</td>
</tr>
<tr>
<td>Control Mode</td>
<td>indicator</td>
</tr>
<tr>
<td>Label Text</td>
<td>Minimum</td>
</tr>
</tbody>
</table>

10. Position the new controls on the user interface to match those shown in Figure 5-1.

Tip You can use the Arrange » Alignment command to position controls on the panel.

11. Save the modified .uir file.

Writing the Callback Function

Now that you have modified the .uir file and generated the shell for the callback function for the Max & Min command button, you must complete the FindMaxMin function in the source file, as follows:

1. To quickly locate the FindMaxMin callback function in your source file, right-click the Max & Min button in the User Interface Editor and select View Control Callback. LabWindows/CVI displays the sample1.c source file with the FindMaxMin callback function highlighted.

2. Position the cursor on the blank line just after the case EVENT_COMMIT: statement.

3. LabWindows/CVI provides source code completion options within the Source window. You can use the Edit » Show Completions option to view a list of potential matches for functions or variables you are typing. Type Max and then press <Ctrl-Space> to view the drop-down list of matches. Select MaxMin1D from the list.
Chapter 5      Adding Analysis to Your Program

4. Type an open parenthesis after the function name to display the function prototype. If you do not see the prototype after you type the parenthesis, press <Ctrl-Shift-Space>. The prototype provides many of the same features as a function panel. As you type, LabWindows/CVI highlights the appropriate parameter name in the prototype tooltip. When you press <F1>, LabWindows/CVI displays help for the highlighted item.

   MaxMin1D finds the maximum and minimum values of an array. Enter the following values for the parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>InputArray</td>
<td>sine</td>
</tr>
<tr>
<td>NumberOfElements</td>
<td>100</td>
</tr>
<tr>
<td>MaximumValue</td>
<td>&amp;max</td>
</tr>
<tr>
<td>MaximumIndex</td>
<td>&amp;max_index</td>
</tr>
<tr>
<td>MinimumValue</td>
<td>&amp;min</td>
</tr>
<tr>
<td>MinimumIndex</td>
<td>&amp;min_index</td>
</tr>
</tbody>
</table>

5. Before you proceed, you must declare the max, max_index, min, and min_index variables. Place the cursor over the max variable name and press <Ctrl-D>. LabWindows/CVI inserts a copy of the max variable declaration at the top of the code block that contains your current position.

6. Repeat step 5 for the max_index, min, and min_index variables.

7. Enter a new line after the call to MaxMin1D and type SetCtrlVal (to display the function prototype for SetCtrlVal. If LabWindows/CVI does not display the prototype, press <Ctrl-Shift-Space> to view the tooltip.

8. The SetCtrlVal function sets the value of a control on your user interface. Enter panelHandle for the PanelHandle parameter. Then enter a comma to highlight the ControlID parameter in the prototype.

9. When ControlID is the highlighted parameter in the function prototype, LabWindows/CVI displays a ... button next to the parameter name. This button indicates that LabWindows/CVI provides an input selection dialog box or list of constant values for the current parameter.

   Click this button or press <Ctrl-Shift-Enter> to launch the Select UIR Constant dialog box. Select sample1.uir in the User Interface Resource files list and select PANEL_MAX from the list of constants. Then click OK.

10. Enter max for the value parameter, which is indicated by a ... in the function prototype.
11. On the next line, include another instance of `SetCtrlVal` with the following parameter values to set the value of the **Minimum** control on the user interface.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>PanelHandle</td>
<td>panelHandle</td>
</tr>
<tr>
<td>ControlID</td>
<td>PANEL_MIN</td>
</tr>
<tr>
<td>Value (...)</td>
<td>min</td>
</tr>
</tbody>
</table>

12. Confirm that the source code matches the following code:

```c
int CVICALLBACK FindMaxMin (int panel, int control, int event, void *callbackData, int eventData1, int eventData2)
{
    ssize_t min_index;
    double min;
    ssize_t max_index;
    double max;
    switch (event)
    {
    case EVENT_COMMIT:
        MaxMin1D (sine, 100, &max, &max_index, &min, &min_index);
        SetCtrlVal (panelHandle, PANEL_MAX, max);
        SetCtrlVal (panelHandle, PANEL_MIN, min);
        break;
    case EVENT_RIGHT_CLICK:
        break;
    } return 0;
}
```

Notice the `ssize_t` data type in the previous example code. `ssize_t` and `size_t` are signed and unsigned integer data types, respectively, that do not rely on a specific pointer size. The size of `ssize_t` and `size_t` depend on the bitness of your application. When writing code to execute on both 32- and 64-bit systems, use data types that are not fixed-sized. Refer to the *Programmer Reference* » *Creating 64-bit Applications Versus 32-bit Applications* » *Porting 32-bit Code to 64-bit Code* topic in the LabWindows/CVI Help for more information about writing code for 64-bit applications.
Running the Program

You have now successfully written the callback function. Save the files and run the project.

During program execution, the `FindMaxMin` function is called when you click **Max & Min**. When you click **Max & Min**, three separate events occur.

1. First, clicking the left mouse button generates an **EVENT_LEFT_CLICK** event.
2. Next, releasing the left mouse button generates an **EVENT_COMMIT** event. You wrote the function so that it finds the minimum and maximum values and displays them only when your program receives the **EVENT_COMMIT** event.
3. Finally, the button gets the input focus, and an **EVENT_GOT_FOCUS** event is generated. For more practice with user interface events, complete Exercise 4: Adding User Interface Events of Chapter 7, Additional Exercises.

Quit the project before moving on to Chapter 6, *Distributing Your Application*. 


Distributing Your Application

This chapter describes how to distribute an application you create in LabWindows/CVI. You can use the LabWindows/CVI distribution creation and management features to develop and edit multiple distributions for 32-bit or 64-bit applications. This tutorial includes steps for creating a basic 32-bit Windows Installer (.msi). The steps for creating a 64-bit installer are similar. For information about porting 32-bit code to 64-bit code and creating a 64-bit Windows Installer, refer to the Programmer Reference » Creating 64-bit Applications Versus 32-bit Applications section in the LabWindows/CVI Help.

For more advanced information about distributing applications, refer to the Using LabWindows/CVI » Distributing Applications » Creating and Editing an Installer topic of the LabWindows/CVI Help.

Creating a New Distribution

If you did not complete the tutorial exercises in Chapter 2 through Chapter 5, go back and do so now.

Complete the following steps to create a new distribution for your application.

1. Select Build » Distributions » Manage Distributions to open the Manage Distributions dialog box.

2. Click New to launch the New Distribution dialog box. Enter Sample Distribution as the Name. Verify the path in the Settings file field is one of the following locations:
   - For Windows XP/Server 2003: %Documents and Settings%All Users%Documents\National Instruments.CVIVersion\tutorial\Sample1.cds
   - For Windows 8/7/Vista/Server 2008: %Users%Public%Documents\National Instruments.CVIVersion\tutorial\Sample1.cds

3. Click OK to close the dialog box.
Chapter 6  Distributing Your Application

Editing the Distribution

When you create a new distribution, LabWindows/CVI launches the Edit Installer dialog box where you can specify various distribution components and features. Complete the following steps to verify and edit the distribution settings for your application.

1. In the General tab, verify the Output directory. LabWindows/CVI builds the installer in this location.

   For Windows XP/Server 2003, the Output directory is the following folder:
   \Documents and Settings\All Users\Documents\National Instruments\CVIversion\tutorial\cvidistkit.%name.

   For Windows 8/7/Vista/Server 2008, the Output directory is the following folder:
   \Users\Public\Documents\National Instruments\CVIversion\tutorial\cvidistkit.%name.

2. Verify that the Auto-increment option is enabled. This option ensures that LabWindows/CVI increments the version number each time you build the installer.

   National Instruments recommends you install an upgrade installer—an installer that has a later version number than the previous installer—every time you install an application to a location where another version of that application might be installed. Upgrade installers uninstall the previous version of the application before installing the updated version.

3. Click the Files tab. By default, LabWindows/CVI adds the project output (sample1.exe) and dependencies to the installation. These files are listed in the Installation Files & Directories section of the dialog box.

   Notice that Sample1 32-bit Output (sample1.exe) is listed in red text. Red text indicates that LabWindows/CVI cannot locate the file on your computer. In this case, you must build the executable for LabWindows/CVI to include it in the installer. It is not necessary to exit the Edit Installer dialog box to build the executable. LabWindows/CVI builds the target automatically when it builds the distribution, as it does in step 9.

4. Click the Shortcuts tab. Notice that, by default, LabWindows/CVI includes a shortcut for sample1.exe in the [Start»Programs]\Sample Distribution directory.

5. Click the Drivers & Components tab. Notice that LabWindows/CVI includes the NI LabWindows/CVI Shared Run-Time Engine in the installer.

   Refer to the Programmer Reference»Creating and Distributing Release Executables and DLLs»LabWindows/CVI Run-Time Engine»Side-By-Side Run-Time Engine section of the LabWindows/CVI Help for more information about the shared and side-by-side run-time engine options.
6. Click **Check Module Dependencies** to ensure that any merge modules on which the selected drivers and components depend are included in the installer. LabWindows/CVI displays a message indicating that there are no missing dependencies and the LED on the button glows green.

7. (Optional) Click the **Registry Keys** and **Advanced** tabs to view the available options. For this application, it is not necessary to modify any of the settings in either of these tabs.

8. When you finish viewing and verifying the Edit Installer dialog box settings, click **OK** to exit the dialog box. Then click **OK** to exit the Manage Distributions dialog box.

9. Select **Build>Distributions>Build Sample Distribution**. Click **Yes** in the message box LabWindows/CVI displays to prompt you to build the project. In some cases, LabWindows/CVI prompts you to insert the NI product installation media during the build. During the build process, LabWindows/CVI launches a dialog box that displays the build status. When LabWindows/CVI finishes building the installer, click **Close**. You are now ready to deploy the application to the target computer.

Refer to **Using LabWindows/CVI>Distributing Applications** section of the **LabWindows/CVI Help** for more information about managing distributions, as well as creating patches for existing distributions.

### Deploying the Application to a Target Computer

Once you create the installer, you can deploy it to a target computer. Complete the following steps to copy the installer files and run the installer on the target computer.

1. In the previous steps, you built an installer that generated the files in the `tutorial\cvidistkit.Sample Distribution` folder. In this exercise, there is only one folder, `Volume`. However, the folder can contain one or more `Volume` folders, the number of which depends on the size of the installer and the distribution media size.

2. Copy the `Volume` folder and its contents to the target computer. For this exercise, the target computer can be your development computer.

3. Double-click `setup.exe` to launch the installer for your application.

4. The installer displays a series of panels in which the user specifies the installation preferences. When the installer finishes updating the target system, click **Finish**.

5. To uninstall the application on Windows XP/Server 2003, use the **Add or Remove Programs** option in the Windows Control Panel. To uninstall the application on Windows 8/7/Vista/Server 2008, use the **Programs and Features** option in the Windows Control Panel.

**Note**  If you install the application to a computer other than your development computer, the installer includes the LabWindows/CVI Run-Time Engine and other National Instruments software necessary for your application, which you may want to remove.
Chapter 6  Distributing Your Application

6. To uninstall the NI LabWindows/CVI Run-Time Engine and other National Instruments software necessary for your application, for Windows XP/Server 2003, use the Add or Remove Programs option in the Windows Control Panel. For Windows 8/7/Vista/Server 2008, use the Programs and Features option in the Windows Control Panel.

7. On Windows XP/Server 2003, select National Instruments Software from the list of currently installed programs and click Change/Remove. Select the NI products you want to remove and click Remove.

   On Windows 8/7/Vista/Server 2008, select National Instruments Software from the list of currently installed programs and click Uninstall/Change. Select the NI products you want to remove and click Remove.
This chapter provides additional exercises that build on the concepts you have used throughout this tutorial. Each exercise adds to the code that you develop in the preceding exercise. If you have trouble completing one of the exercises but would like to continue to the next topic, use the solution from the previous exercise.

For Windows XP/Server 2003, the solutions are located in the following folder:
\Documents and Settings\All Users\Documents\National Instruments\CVIversion\tutorial\solution.

For Windows 8/7/Vista/Server 2008, the solutions are located in the following folder:
\Users\Public\Documents\National Instruments\CVIversion\tutorial\solution.

All of the exercises in this chapter build on the sample project that you completed in Chapter 5, *Adding Analysis to Your Program*. If you did not complete the sample project, go back and do so now. If you have trouble successfully completing the Chapter 5 exercise, start with sample1.prj.

For Windows XP/Server 2003, sample1.prj is located in the following folder:
\Documents and Settings\All Users\Documents\National Instruments\CVIversion\tutorial\solution.

For Windows 8/7/Vista/Server 2008, sample1.prj is located in the following folder:
\Users\Public\Documents\National Instruments\CVIversion\tutorial\solution.
Exercise 1: Setting User Interface Attributes Programmatically

Each control on the .uir file has a number of control attributes that you can set to customize the look and feel of the control. When you build a user interface, you set the control attributes in the Attribute Browser or the Edit dialog boxes for the controls. For example, text font, size, and color are user interface control attributes.

Use GetCtrlAttribute and SetCtrlAttribute to get and set attributes of a control in a method similar to the one you used to set the value of a control. You can build a customized GUI in the User Interface Editor and dynamically change the look and feel of the controls at run time.

Hundreds of attributes are defined in the User Interface Library as constants, such as ATTR_LABEL_BGCOLOR for setting the background color of the label on a control. You can use these constants in the GetCtrlAttribute and SetCtrlAttribute functions.

Assignment

In this exercise, use SetCtrlAttribute to change the operation of a command button on the user interface. Because the Max & Min command button does not operate correctly until you acquire the data, you can disable the Max & Min button until a user clicks the Acquire button. Use SetCtrlAttribute to enable the Max & Min button when a user clicks the Acquire button.

Tip To ensure multiple plots do not accumulate on the graph control, add a line of code to delete any existing plots before you call PlotY.

Hints

• Start by dimming the Max & Min command button in the User Interface Editor.
• Use SetCtrlAttribute from the User Interface Library to enable the Max & Min button.

Solution: exer1.prj
Exercise 2: Storing the Waveform on Disk

Users often acquire large amounts of data and want to save it on disk for future analysis or comparison. LabWindows/CVI provides a selection of functions from the ANSI C Library for reading from and writing to data files. If you are already familiar with ANSI C, you know these functions as the stdio library. In addition to the stdio library, LabWindows/CVI has its own set of file I/O functions in the Formatting and I/O Library.

Tip When you must store very large data sets, National Instruments recommends that you use the DIAdem Connectivity Library or TDM Streaming Library, which are optimized for handling large amounts of data.

Assignment

Use the file I/O functions in the ANSI C Library to save the sine array to a text file. Write the program so that the file is overwritten, not appended, each time you acquire the data.

Hints

- Remember that you must first open a file before you can write to it.
- Open the file as a text file so you can view the contents in any text editor later.
- Open the file with the Create/Open flag and not the Append flag so that the file is overwritten each time.
- Use the fprintf function in a loop to write the data to disk.
- Use the Utility Library GetProjectDir and MakePathname functions to create the pathname for the file.

Solution: exer2.prj
Exercise 3: Using Pop-Up Panels

The User Interface Library has a set of predefined panels called pop-up panels. Pop-up panels provide a quick and easy way to display information on the screen without developing a complete .uir file. You can use pop-up panels to prompt the user for input, confirm a selection, or display a message.

One of the most useful pop-up panels is generated with the FileSelectPopupEx function. With this pop-up panel, you can use a File Load or File Save dialog box, shown in Figure 7-1, to prompt the user to select or input a filename whenever your program must write to or read from a file.

Note Depending on the operating system, FileSelectPopupEx displays either a Windows XP style dialog box or a Windows Vista and later style dialog box.

Figure 7-1. Pop-Up Panel
Assignment

Add a Save button to the .uir file so that the data in the array is saved only after the user clicks the Save button. When the user clicks the Save button, your program should launch a dialog box in which the user can define the drive, directory, and filename of the data file. When you finish, the .uir file should look similar to the one shown in Figure 7-2.

**Figure 7-2. Completed User Interface**

Hints

- When you create the Save button, assign a callback function to it.
- You must move the source code that you developed in Exercise 2 for writing the array to disk into the callback function.
- Before you write the data to disk, prompt the user for a filename with the FileSelectPopupEx function from the User Interface Library.

Solution: exer3.prj
Exercise 4: Adding User Interface Events

Throughout this tutorial, you have been developing an event-driven program. When you place a control on a .uir file, you are defining a region of the screen that can generate events during program execution. Your C source files are written to respond to these events in callback functions.

So far, you have written functions that respond only to the EVENT_COMMIT event from the user interface. An EVENT_COMMIT event occurs whenever the end user commits on a control, which usually happens when that user releases the left mouse button after clicking a control.

User interface controls can generate many different types of events. For example, an event can be a left-click or a right-click. Or, an event can be a left double-click. Events in LabWindows/CVI can be more than just mouse clicks. An event can be the press of a key or a move or size operation performed on a panel. Each time one of these events occurs, the callback function associated with the user interface called executes.

To view the events that each user action generates, click the following icon, which puts the User Interface Editor into operate mode.

When the User Interface Editor is in operate mode, LabWindows/CVI displays events in the status bar located at the bottom of the Workspace window. Refer to the Events Overview topic in the LabWindows/CVI Help for a list of the events you can generate from a GUI.

When the callback function is called, the event type is passed through the event parameter to the callback function. Performing one simple operation on the user interface, such as clicking a command button, can call the callback function for that button three times.

The first time, the callback function is called to process the EVENT_LEFT_CLICK event. The second time, it is called to process the EVENT_COMMIT event. The third time, the callback function is called to process the EVENT_GOT_FOCUS event if the button did not have the input focus before you clicked it. For this reason, all of the callback functions you have worked on check the event type first and execute only when the event is an EVENT_COMMIT. Therefore, the operations in the callback functions happen only once with each event click, rather than three times.
Assignment

Many times, the person operating a LabWindows/CVI program is not the person who developed the program. The GUI might be very easy to use, but usually it is preferable to add help for the controls on .uir panels to assist the operator. Modify exer3.prj to display a short description for each command button when the user right-clicks the button.

Hints

• Use MessagePopup to display the help.
• Remember that the event type is passed to each callback function in the event parameter.
• The event that you must respond to is EVENT_RIGHT_CLICK.

Tip

If you want to add pop-up documentation to controls, use the SetCtrlAttribute function and specify text with the ATTR_TOOLTIP_TEXT attribute.

Solution: exer4.prj
Exercise 5: Timed Events

You have developed an event-driven program that responds to events generated by mouse clicks or keypresses from the user. With the LabWindows/CVI timer control, you can generate events at specified time intervals to trigger program actions without requiring an action from the user.

You can include timer controls in your program by creating them in the User Interface Editor. The timer control is visible only at design time in the User Interface Editor. At run time, the timer control does not appear. You can specify a constant name, callback function, and timer event interval in the Attribute Browser or the Edit Timer dialog box. LabWindows/CVI automatically calls the specified timer callback function with an event of type `EVENT_TIMER_TICK` each time the specified time interval elapses. The interval value is specified in seconds with a resolution of 1 millisecond between timer events.

Assignment

Add a thermometer control to the user interface and use a timer control to generate a random number and display it on the thermometer once each second.

Hints

- Set the timer interval to 1.
- Use CodeBuilder to generate the shell for the timer control callback function.
- Use `SetCtrlVal` to display the random number on the thermometer.

Solution: `exer5.prj`
Related Software Packages

NI offers additional packages for targeted applications with LabWindows/CVI. Visit the Product Catalog at ni.com for more information about the following software packages:

- **NI Developer Suite**—The NI Developer Suite includes the latest versions of LabVIEW, LabWindows/CVI, and Measurement Studio. You can customize the NI Developer Suite to include software options that suit your application needs. NI Developer Suite also includes a one-year subscription to the Standard Service Program, which provides quarterly software updates automatically and gives you one-on-one access to NI Applications Engineers for your technical support questions.

- **LabWindows/CVI Real-Time Module**—Create reliable and deterministic applications that target dedicated real-time hardware with this module that extends the LabWindows/CVI development environment. National Instruments provides a commercial off-the-shelf platform for real-time application development by combining flexible, high-performance software with rugged, modular hardware.

- **Real-Time Execution Trace Toolkit**—Create execution traces for LabWindows/CVI Real-Time applications with this toolkit. Interactively analyze and benchmark thread and function execution. Optimize performance by identifying memory allocation, sleep spans, and contention. Print trace sessions for documentation and code reviews and visually debug multicore applications.

- **LabWindows/CVI Execution Profiler Toolkit**—Acquire execution data to debug and optimize the execution speed of your LabWindows/CVI applications. The toolkit displays data in the Profile Viewer where you can open, browse, and analyze profiled data. Users with the LabWindows/CVI Full Development System can install the toolkit and activate it using the LabWindows/CVI Full Development System activation code. The toolkit can be purchased for use with the LabWindows/CVI Base Package.

- **Measurement Studio**—Measurement Studio is an integrated suite of native test, measurement, and control tools and class libraries for Microsoft Visual Studio .NET. Measurement Studio reduces application development time with wizards, simplified data networking, and .NET user interface controls. The LabWindows/CVI Full Development System includes Measurement Studio.

- **NI TestStand**—NI TestStand is a ready-to-run test executive for organizing, controlling, and executing automated prototype, validation, or manufacturing test systems. NI TestStand is completely customizable, so you can modify and enhance it to match your specific needs. NI TestStand comes complete with integrated LabWindows/CVI tools.
Chapter 8  Related Software Packages

- **NI Vision Development Module**—Use the NI Vision Development Module to develop machine vision and scientific imaging applications. The NI Vision Development module includes NI Vision, a library of powerful functions for image processing, and NI Vision Assistant, an interactive environment to quickly prototype vision applications without programming.

- **DIAdem**—DIAdem is an interactive tool for mathematical and visual data analysis, report generation, task automation, and data management. DIAdem imports data from files and industry-standard databases and can optimally handle datasets with more than one billion parts. Use the DIAdem Connectivity Library in LabWindows/CVI to create and edit DIAdem data (.tdm) files.

- **LabWindows/CVI SQL Toolkit**—The LabWindows/CVI SQL Toolkit provides a set of easy-to-use tools for quickly connecting to local and remote databases and implementing many common database operations without having to perform Structured Query Language (SQL) database operations. The toolkit readily connects to popular databases. If you need advanced database functionality and flexibility, the toolkit also offers complete SQL capabilities.

- **LabWindows/CVI Signal Processing Toolkit**—The LabWindows/CVI Signal Processing Toolkit provides tools for digital filter design, joint time-frequency analysis, wavelet and filter bank design, and super-resolution spectral analysis.

- **PID Control Toolkit**—The PID Control Toolkit adds sophisticated control algorithms to LabWindows/CVI. With this package, you can build data acquisition and control systems for your own control application.

- **Modulation Toolkit**—Use this toolkit to generate and analyze analog and digital modulated signals. You can use this toolkit to build applications that measure signal impairments, bit error rate, burst timing, phase noise, carrier frequency shift, modulation index, and complementary cumulative distribution function (CCDF) values of signals generated by a unit under test.

- **LabWindows/CVI Run-Time Module for Linux**—Create high-performance, stable applications on a Windows system and later compile and run these applications on a Linux® target.
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  - **Self-Help Technical Resources**—For answers and solutions, visit [ni.com/support](http://ni.com/support) for software drivers and updates, a searchable KnowledgeBase, product manuals, step-by-step troubleshooting wizards, thousands of example programs, tutorials, application notes, instrument drivers, and so on. Registered users also receive access to the NI Discussion Forums at [ni.com/forums](http://ni.com/forums). NI Applications Engineers make sure every question submitted online receives an answer.
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• **System Integration**—If you have time constraints, limited in-house technical resources, or other project challenges, National Instruments Alliance Partner members can help. To learn more, call your local NI office or visit [ni.com/alliance](http://ni.com/alliance).

You also can visit the Worldwide Offices section of [ni.com/niglobal](http://ni.com/niglobal) to access the branch office Web sites, which provide up-to-date contact information, support phone numbers, email addresses, and current events.
# Glossary

## A
- **Array Display window**: A window for viewing and editing numeric arrays and string variables.
- **Attribute Browser**: An area in the Workspace window in which you can edit attribute values for panels and controls.

## B
- **breakpoint**: An interruption in the execution of a program. Also, a function in code that causes an interruption in the execution of a program.

## C
- **click**: A mouse-specific term; to quickly press and release the mouse button.
- **CodeBuilder**: The LabWindows/CVI feature that creates code based on a `.ui` file to connect a GUI to the rest of a program. You can compile and run this code as soon as it is generated.
- **command button**: A user interface item that, when selected, executes a command associated with the item.
- **control**: Function panel—An input or output device that appears on a function panel for specifying function parameters and displaying function results. User interface—An object on a panel that displays information or accepts input from a user.
- **cursor**: The flashing rectangle that shows where you can enter text on the screen. There is also a rectangular mouse cursor, or pointer, that shows the position of the mouse.

## D
- **Debugging Region**: An area of the Workspace window that contains the Variables and Call Stack, Watch, Memory, and Resource Tracking windows.
- **dialog box**: A prompt mechanism in which you specify additional information needed to complete a command.
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<th><strong>Definition</strong></th>
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<td>distribution</td>
<td>The Microsoft Windows Installer (.msi) files that contain the application and the supporting NI products, as well as any additional licenses and support files. These files are connected through a single user interface and setup.exe file.</td>
</tr>
<tr>
<td>double-click</td>
<td>A mouse-specific term; to click the mouse button twice in rapid succession.</td>
</tr>
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<td><strong>F</strong></td>
<td></td>
</tr>
<tr>
<td>.fp file</td>
<td>A file that contains information about the function tree and function panels of an instrument driver.</td>
</tr>
<tr>
<td>function panel</td>
<td>A user interface to the LabWindows/CVI libraries that allows interactive execution of library functions and is capable of generating code for inclusion in a program.</td>
</tr>
<tr>
<td>function tree</td>
<td>The hierarchical structure in which the functions in instrument drivers and LabWindows/CVI libraries are grouped.</td>
</tr>
<tr>
<td><strong>G</strong></td>
<td></td>
</tr>
<tr>
<td>Graphical Array View</td>
<td>A window in which you can view the values of arrays in a graph.</td>
</tr>
<tr>
<td>GUI</td>
<td>Graphical user interface.</td>
</tr>
<tr>
<td><strong>H</strong></td>
<td></td>
</tr>
<tr>
<td>highlight</td>
<td>To make a LabWindows/CVI screen item ready for input, indicated by a color change around the text or control.</td>
</tr>
<tr>
<td><strong>I</strong></td>
<td></td>
</tr>
<tr>
<td>instrument driver</td>
<td>A group of several subprograms related to a specific instrument that reside on disk in a special language-independent format. An instrument driver is used to generate and execute code interactively through menus, dialog boxes, and function panels.</td>
</tr>
<tr>
<td>Interactive Execution window</td>
<td>A LabWindows/CVI work area in which sections of code can be executed without creating an entire program.</td>
</tr>
</tbody>
</table>
L

Library Tree  An area in the Workspace window that contains a tree view of the LabWindows/CVI libraries and instruments.

M

menu  An area accessible from the menu bar that displays a subset of the possible menu items.

mouse cursor  A mouse-specific term; the rectangular block on the screen that shows the current mouse position.

O

Output Region  An area of the Workspace window in which LabWindows/CVI displays errors, output, and search matches.

P

pointer  A mouse-specific term; the rectangular block on the screen that shows the current mouse position.

project  A list of files, usually including a source file, user interface resource file, and header file, that your application uses.

project template  A group of files, including a source code file and a .uir file, with the basic settings for a new project and any preliminary text to include by default, such as standard comments or headings.

Project Tree  An area of the Workspace window that contains the lists of projects and files in the current workspace.

R

Resource Tracking window  A display that shows allocated and recently deallocated resources in the LabWindows/CVI program.
Glossary

**S**

**select**  To choose the item that the next executed action will affect by moving the input focus (highlight) to a particular item or area.

**shortcut key commands**  A combination of keystrokes that automatically executes a command.

**Source Code Browser**  A cross-reference tool that lists browse information for selected files, functions, variables, data types, and macros.

**Source window**  A LabWindows/CVI work area in which you edit and execute complete programs. The file extension .c designates a file that appears in this window.


**step mode**  A program execution mode in which a program is manually executed one instruction at a time. Each instruction in the program is highlighted as it is executed.

**subwindow**  A Source window, split into two scrollable editing areas for the same file.

**T**

**text box**  A dialog box item in which the user enters text from the keyboard to complete a command.

**timer control**  A user interface control that schedules the periodic execution of a callback function. A typical use of this control might be to update a graph every second.

**tooltip**  A small, yellow box that displays variable and expression values or function prototypes in a Source window.
User Interface Browser
An area in the Workspace window displays user interface objects, such as panels, controls, and menu bars, related to the selected .uir.

User Interface Editor
An interactive drag-and-drop editor for designing user interfaces for programs.

User Interface Library
A set of functions for controlling the interface programmatically.

Variables and Call Stack window
A display that shows the values of variables currently defined in LabWindows/CVI.

VXI
VME cXtensions for Instrumentation (bus).

Watch window
A display that shows the values of the watch expressions you defined.

Window Confinement Region
An area of the Workspace window that contains open Source, User Interface Editor, and Function Tree Editor windows, and function panels.

workspace
A file that contains settings that do not affect the way a project builds, such as breakpoints, window position, tag information, and debugging levels. A workspace can contain one or more projects.

Workspace window
The main work area in LabWindows/CVI; contains the Project Tree, Library Tree, Workspace Tabs, Window Confinement Region, Debugging Region, Output Region, and Source Code Browser.
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