

## PROFESSIONAL G DEVELOPERS TOOLS

### Version 5.0

These installation and release notes describe system requirements and give installation instructions for the Professional G Developers Tools.

## Required System Configuration

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The Professional G Developers Tools work with LabVIEW 5.0 or later and BridgeVIEW 2.0 or later. If you have an older version of LabVIEW or BridgeVIEW, you must upgrade to use this version of the tools.

These tools are available for all platforms except Windows 3.1. Windows 3.1 is not supported because the Source Code Control (SCC) tools require that virtual instruments (VIs) be stored in individual files rather than in libraries (LLBs). You can use the File Manager tool to convert LLBs to directories.



#### Note

*Although you cannot use these tools under Windows 3.1, you still can develop for customers who need Windows 3.1 support. You can use Windows 95/NT as the development platform and save VIs in individual files. When you need to send software to a Windows 3.1 user, save the VIs in LLBs.*

## Installation and Configuration

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You can install the Professional G Developers Tools on the following platforms:

- Windows 95/NT
- Macintosh and Power Macintosh
- Solaris for Sun SPARCstation
- HP-UX



#### Note

*Some virus detection programs might interfere with the installer program. Turn off the automatic virus checker before you run the installer. After installation, check your hard disk for viruses and turn on the automatic virus checker.*

## Installation

The Professional G Developers Tools CD contains the installer programs for all the platforms listed above. Run the installer program for your platform. The following list includes the names of the setup files and the directories in which they are located:

- **(Windows 95 and NT)** `setup.exe` in the `win95_nt` directory
- **(68K Macintosh)** ProDev 68K Installer in the 68K Macintosh folder
- **(Power Macintosh)** ProDev PM Installer in the Power Macintosh folder
- **(Solaris1)** `install` in the `solaris1` directory
- **(HP-UX)** `INSTALL` in the `HPUX` directory
- **(Solaris2)** Use `pkgadd -d .` in the `solaris2` directory

When prompted for the destination directory, select the directory in which you have BridgeVIEW or LabVIEW installed.

Also, to use the SCC tools, you must decide if you want to install as a user or as an administrator. Usually only one person from a development team should be the administrator. The administrator installation includes everything the user installation does, with the addition of the **Source Code Control»Administration...** command that allows the administrator to set up the SCC system for use by the development team.

## Configuration

After installation is complete, the administrator must set up the Source Code Control system for the other users. All users must perform local configuration. Refer to the *Administrator Setup* and *Local Configuration* sections in Chapter 11, *Source Code Control Tools*, of the *Professional G Developers Tools Reference Manual* for more information.

## Changes to the Professional Developers Tools

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This section describes the new and updated features of the Professional G Developers Tools.

### Compare VIs

You can use the **Project»Compare VIs...** command to graphically compare two VIs. You can select options to control the types of differences you want to detect and view. For example, you can filter out cosmetic changes such as objects being moved or resized. When you compare the VIs, a dialog box displays a summary of the differences. If you select an

item from the summary, **Compare VIs** displays and highlights the differences between the two VIs.

For more information about the Compare VIs tool, refer to the *Compare VIs* section of Chapter 10, *VI Comparison Tools*, of the *Professional G Developers Tools Reference Manual*.

## Compare Hierarchies

You can use the **Project»Compare Hierarchies...** command to compare two hierarchies of VIs. Any file with the same name in both hierarchies is compared. After the comparison completes, **Compare Hierarchies** displays a summary of the differences. You can select a set of VIs that have differences and visually compare them using the Compare VIs tool.

For more information about the Compare Hierarchies tool, refer to the *Compare Hierarchies* section of Chapter 10, *VI Comparison Tools*, of the *Professional G Developers Tools Reference Manual*.

## Source Code Control»Compare Files

You can use the **Project»Source Code Control»Compare Files...** command to compare files from projects under SCC with the local versions of those files.

For more information about the Compare Files tool, refer to the *Source Code Control»Compare Files* section of Chapter 10, *VI Comparison Tools*, of the *Professional G Developers Tools Reference Manual*.

## Documentation Tool

You can use the **Project»Documentation Tool...** command to create documentation for multiple VIs. You can select hierarchies of VIs or files from disk and add them to a list of files. You can use the Documentation Tool to then create documentation for those VIs in HTML or Rich Text Format (RTF), source material for online help files, or documents you can send directly to a printer.

For more information, refer to Chapter 9, *Documentation Tool*, of the *Professional G Developers Tools Reference Manual*.

## Changes to Existing Tools

This section describes changes to the SCC tools and the File Manager tool.

## Source Code Control

The following changes have been made to SCC:

- The SCC tools now support Rational Software ClearCase on Solaris 2. ClearCase is a standard SCC system on UNIX. If you have ClearCase installed, the **SCC Administration** dialog box lets you select ClearCase as a Source Code Control backend. All SCC tools work with the same interface as described in the *Professional G Developers Tools Reference Manual*.

Refer to the *Administrator Setup* and *Local Configuration* sections in Chapter 11, *Source Code Control Tools*, of the *Professional G Developers Tools Reference Manual* for information about configuration ClearCase for use with the SCC tools.

- SCC now can manage files with the same name located in different directories, unlike the previous version of the SCC tools. When you add a VI to SCC and a VI with the same name already exists in a different location, you are alerted, but you still can add the file.
- Edit Project uses a wizard interface to update the list of files. The new interface for project editing makes it easier to see the file list differences between your local VI hierarchy and the version under SCC. If your hierarchy differs from the version under SCC, a dialog box summarizes the differences and gives you the option of using the SCC File Wizard to resolve those differences. You can use the wizard to decide whether to add files to SCC, remove files from the SCC project, or move files to reflect the location of your local hierarchy.
- The **Administer Builtin System** dialog box has options for setting file system locking and internal locking. When you check files in to SCC, they are locked to prevent modifying files without checking them out. In previous versions, this was done using the **Lock** option in the Show VI Info dialog box. In the new version of the SCC tools, the administrator has the option of using file system locking instead. When you check files in, the files are marked as read-only in the file system. When you check them out, they are changed to read-write.

## File Manager Tool

The File Manager tool has been revised and is now part of the standard LabVIEW and BridgeVIEW distributions. The File Manager tool has options for converting directories to VI libraries, which simplifies packaging files for distribution, particularly to systems running Windows 3.1. In addition, it has an option to create folders or VI libraries directly.

