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GOOP© Development Suite – News in version 3.5.1

This release includes installers for LabVIEW 2009, 8.6 and 8.5. For LabVIEW 8.2.1 we refer to GOOP Development Suite v2.5. For earlier LabVIEW versions: use the GOOP Inheritance Toolkit and UML Modeller v1.

The main improvement with this release is tool compatibility with LabVIEW 2009. The v3.1 did not install on LabVIEW 2009. Existing GOOP code created with earlier tool versions should be fine to execute on LabVIEW 2009.

This document describes improvements done from version 3.1 to version 3.5 and 3.5.1 of the tool. Improvements made in 3.5.1 are explicitly marked; the others were added in version 3.5.

New Features (changes from v3.1):

- Adjustable size on UML packages and notes
- Optional setting to always open UML tool on last opened diagram
- Option to ignore classes in LabVIEW libs – vi.lib, user.lib and instrument.lib - at reverse engineer of UML diagrams
- UML Packages with classes inside can now be expanded and collapsed
- Updated GOOP class templates to version 1.1.2.0. Changed priority to time critical for GetAttributesToModify() and GetClassAttributesToModify(). The GOOP 3 kernel VIs are not updated.

Q1. How do I use the new class templates and kernel?

A. They are automatically used for all classes created with the new version of the tool. The GOOP kernel (run-time VIs used by all GOOP3 classes) is backward compatible. Existing classes will automatically use the new GOOP kernel.

Q2. How do I update existing classes to the new template?

A. Select "Tools->GOOP->Class Template Update…". This will open a UI where you can select individual classes or update all classes in your project. The update will remove unnecessary wires etc. and keep your code executable (backup first). NOTE. This feature is not available for Community Edition users; it is only for purchased licenses of the tool.

Fixed issues (changes from v3.1):

- Fixes for LV 2009 project environment integration. The GDS v3.1 installation does not work on LabVIEW 2009.
- Adding method to a class causes GDS to crash in some situations
- Updated tab indexing in create method dialog
- Create VI Icon-tool does not report to LV that VI has been changed

- UML Crash when it tries to open a VI saved in higher LV Version (GDS v3.5.1)
- Copy a package could hang the UML modeler (GDS v3.5.1)
- Sync filters used for synch as well as for reverse engineering (GDS v3.5.1)
- Can't create methods for classes in project folders (GDS v3.5.1)
- Misspelled vi.lib in filter dialog (GDS v3.5.1)

Did you know that…

The tool is packed with cool features and you probably haven't seen them all. Here are some features you may not have noticed:

- You can launch the VI Icon editor on any VI (class VI or standard VI). Right click on the VI and select "GOOP->Edit Icon…".
- You can select one class to reverse engineer, it will show that class and the classes it use. Right click on the class and select "UML->"View class in class diagram".
- You can add an Active Object design pattern to an existing class. This feature adds a process VI and an internal job queue for the class. Right click on a class (native or GOOP3) and select "GOOP->Add Design Pattern".
- You can reverse engineer state machine VIs into a UML state diagram. This feature works for enum and string based state machines.
- When you are bored try the random color generation in the Class Icon UI or, in the UML tool, try the "Tools->Auto Place…" features. These features will cheer you up.