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GOOP[®] Development Suite – News in version 3.6

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.

In this release we fixed many LV2009 related issues and also added some new features.

New Features (changes from v3.5.1):

- Clone VI with Option Open VI afterwards
- Shift Click to select and deselect multiple objects
- Ctrl Drag to copy objects
- Auto Create Package function when right clicking on Class Diagram
- When hovering over an association and pressing the Shift, the context help has been improved
- Option to find the class in the Project Tree

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 v3.5.1):

- An extra window appears/disappears in UML modeller before context help is shown
- Crash when Trying to Change icon on Locked VI
- Package Right Click: Remove Package Only option
- GOOP debugger fix for new template
- Collaps/Expands Package not always working for large diagrams

- Call Parent Method SubVI isn't correct after a GOOP2 to GOOP3 conversion in LV 2009
- GDS error when closing "Class Update" window clicking on the red cross.
- VI Error when creating a Class Property Set method with 6x8X6 pattern
- UML crash when deleting objects on diagram
- UML tool sometimes add stereotype <> at reverse engineer
- Debugger doesn't show base class attributes
- Can't print or export state diagram in LV 2009

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 will cheer you up.