Intro to LabVIEW

http://workshop.frclabviewtutorials.com

Installation

Completely different this year!

(using the new NI Package Manager)

https://docs.wpilib.org/en/latest/docs/getting-

started/getting-started-frc-controlsystem/labview-setup.html

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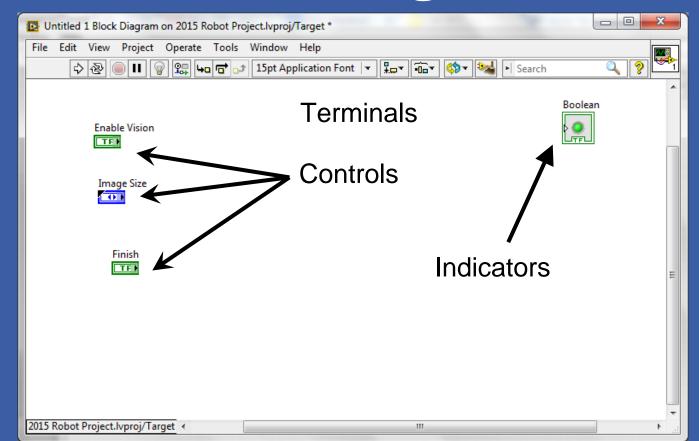
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Coding in LabVIEW

Front Panel

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Block Diagram





Adding controls and indicators

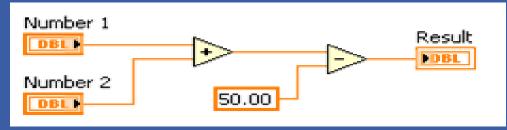


Adding controls and indicators

Data Flow

LabVIEW follows a dataflow model for running Vis

- A node executes only when data is available at all of its required input terminals.
- A node supplies data to the output terminals only when the node finishes execution.



Demo - Setting a motor

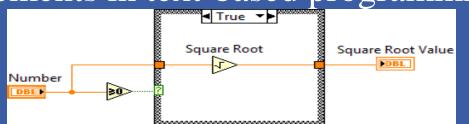
Read Joystick Set Drive motors

Demo - Setting a motor

Read Joystick Set Drive motors

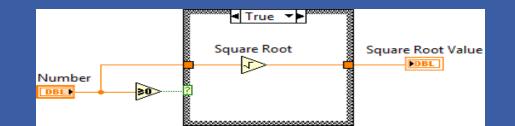
Case Structures

- Have two or more sub diagrams or cases.
- Use an input value to determine which case to execute.
- Execute and display only one case at a time.
- Are similar to **case** statements or **if...then...else** statements in text-based programming languages.

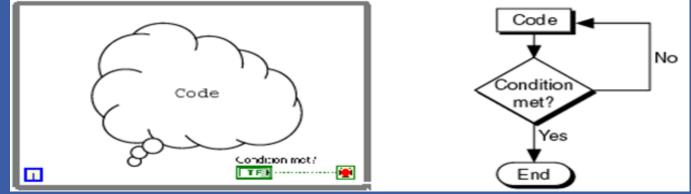


Case Structures

- Input and Output Tunnels
 - You can create multiple input and output tunnels.
 - Input tunnels are available to all cases if needed.
 - You must define each output tunnel for each case.*



• While Loop



- While Loop
 - Iteration terminal
 - Returns number of times loop has executed.
 - Is zero-indexed.

Iteration Terminal

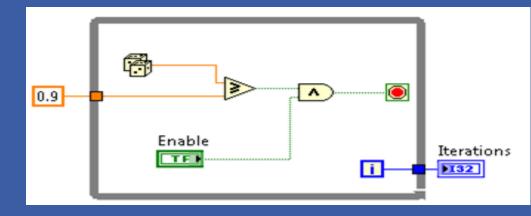
Continue if True



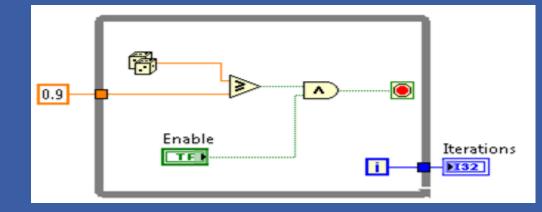
- While Loop
 - Conditional terminal
 - Defines when the loop stops.
 - Has two options.
 - Stop if True
 - Continue if True

Iteration Terminal Conditional Terminal Continue if True

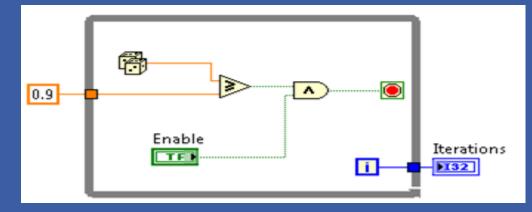
- While Loop
 - Tunnels transfer data into and out of structures.



- While Loop
 - Tunnels transfer data into and out of structures.
 - Data pass out of a loop after the loop terminates.

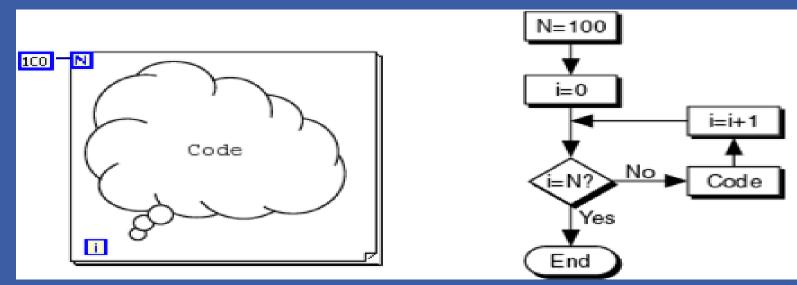


- While Loop
 - Tunnels transfer data into and out of structures.
 - Data pass out of a loop after the loop terminates.
 - When a tunnel passes data into a loop, the loop executes only after data arrives at the tunnel.



•While Loop - Demo

- While Loop
- For Loop



- While Loop
- For Loop
 N Count Terminal





Begin

 Create references for all joysticks, motors, and sensors
 Runs at power up

BeginTeleop

BeginTeleop

Begin
Teleop

Primarily used to read joysticks and set drive motors and actuators
Only runs while Teleop enabled

- Begin
- Teleop
- Autonomous

- Begin
- Teleop
- Autonomous

- Begin
- Teleop
- Autonomous

-Runs when Autonomous is enabled

- Begin
- Teleop
- Autonomous
- Timed Tasks

- Begin
- Teleop
- Autonomous
- Timed Tasks

- Begin
- Teleop
- Autonomous
- Timed Tasks

-Runs once enabled (during both auto and teleop)

FRC Deploying Code

• Run From Main

FRC Deploying Code

- Run From Main
- Deploy

FRC Deploying Code

- Run From Main
- Deploy
- Run as Startup

• Correcting Broken VI's



🖼 Error list	. 🗆 🔀
Items with errors	
Untitled 2	~
2 among and manipage	
2 errors and warnings Show Warn	iings 💌
Block Diagram Errors	<u>~</u>
You have connected two terminals of different types.	
While Loop: conditional terminal is not wired	
	~
Details	
These cannot be wired together because their data types (numeric, string, array, clust etc.) do not match. Show the Context Help window to see what data type is required. The type of the source is double [64-bit real (~15 digit precision)]. The type of the sink is cluster of 3 elements.	:er, 🔨
Close Show Error Help	

- Correcting Broken VI's
 - Broken Wires Exist (e.g.)
 - You wired a Boolean control to a String indicator.
 - You wired a numeric control to a numeric control.

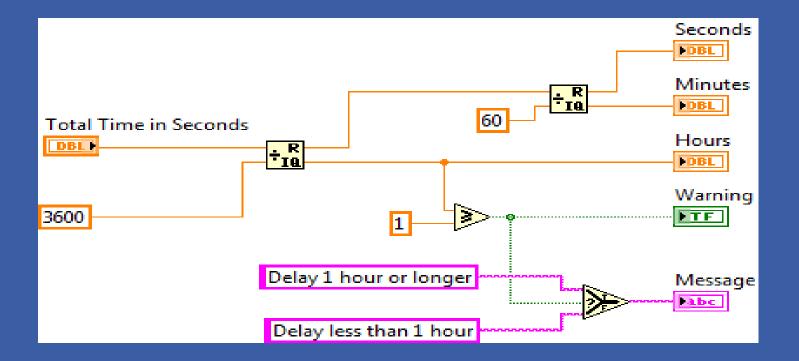
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 - A required block diagram terminal is unwired.

- Correcting Broken VI's
 - Broken Wires Exist (e.g.)
 - You wired a Boolean control to a String indicator.
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 - A required block diagram terminal is unwired.
 A subVI is broken

- Correcting Broken VI's
- Correcting Dataflow
 - Execution Highlighting
 - Single-Stepping & Breakpoints
 - Probes

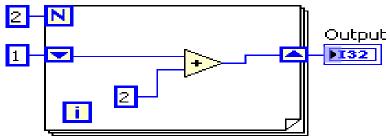
- Correcting Broken VI's
- Correcting Dataflow
 - Are there any unwired or hidden subVIs?
 - Is the default data correct?
 - Does the VI pass undefined data?
 - Are numeric representations correct?
 - Are nodes executed in the correct order?

Terminals and LabVIEW datatypes



Data Feedback in Loops

- Shift Registers
 - When programming with loops, you often need to know the values of data from previous iterations of the loop.
 - Shift registers transfer values from one loop iteration to the next.







- Describe algorithms.
- Have pale yellow backgrounds.
- Double-click in any open space to create.



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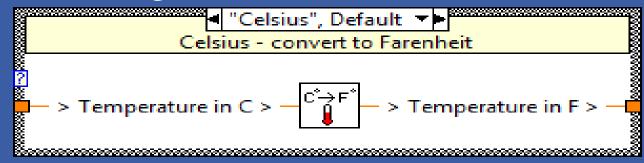


- Owned Labels
 - Explain data contents of wires and objects.
 - Move with object.
 - Have transparent backgrounds.
 - Select Visible Items»Label from the shortcut menu to create.

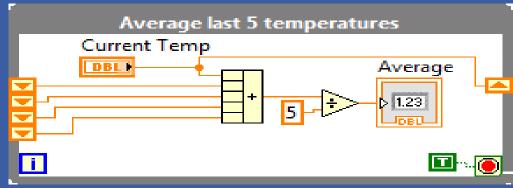


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- Free Labels
- Owned Labels
- Sub diagram Labels



- Free Labels
- Owned Labels
- Sub diagram Labels
 - Case Structures



- Free Labels
- Owned Labels
- Sub diagram Labels
- White Papers

IR Based Line Following

This document describes:

- 1. Assumptions about robot construction
- 2. Information about mounting, wiring, and calibrating the IR sensors
- 3. How the control code operates
- How to troubleshoot and tune the sample code to work after robots are modified and no longer meet the assumptions

1. Assumptions about Robot Construction

- Six-wheel drop-center skid-steer robot with gray wheels eight inches in diameter
- PWM channel 1 controls the left center wheel
- PWM channel 2 controls the right center wheel
- Left and right motors are both controlled by Jaguar motor controllers with the jumper set to brake mode
- IR sensors are rigidly mounted on the front-center of the robot relatively far from the center of rotation and about two inches above the carpet
- The active portion of the sensors face the carpet and are connected to digital input signals 1, 2, and 3 in slot four and are wired to appropriate power and ground signals

(Note that for general driving, you may want to switch the mode to coast. You can accomplish this using a digital output or you can retune the control code so that it works with the jumper set to coast.)

Keyboard Shortcuts

- CTRL + u = diagram cleanup
- Right Click = palette
- CTRL + Space = quick drop
- CTRL + e = switch window
- CTRL + Shift + e = activate project window
- CTRL + r = Run
- CTRL + t = split window