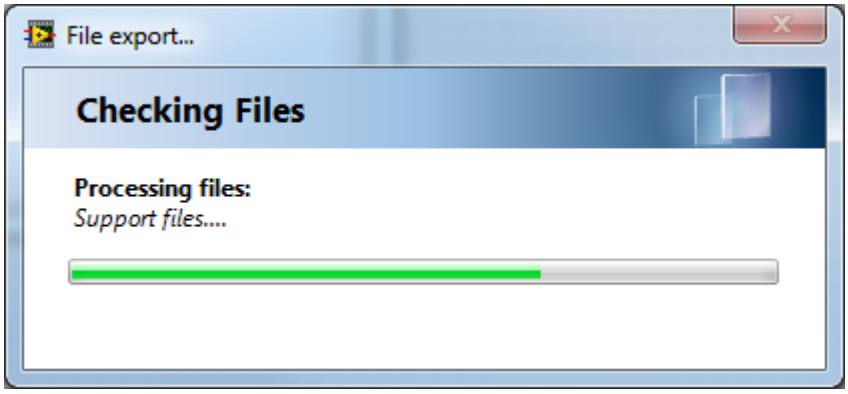
wireflow

AC0007-002, rev C

WireFlow Progressbar User Manual



Introduction

The WireFlow progressbar module is an easy way to add progress bars to an application.

It is easy to customize the look of the displayed progress window, since all update handling is performed in a common progress bar engine. It also supports common string formatting for the message text (bold, underline, italic) to put focus on the specific details in the progress.

There is an example showing most of the features available in the ProgressBar module, like;

- Delayed opening of the Front panel
- Support of cancel request from the ProgressBar
- ...

Contents

License

Support information

Technical support and Product information

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WireFlow headquarters

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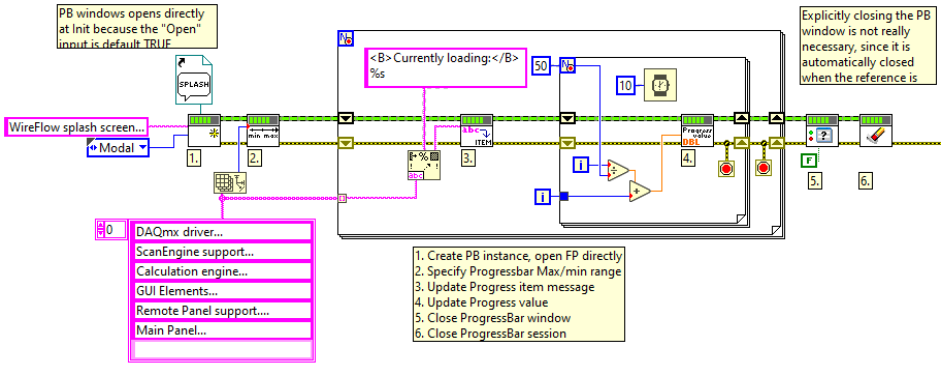
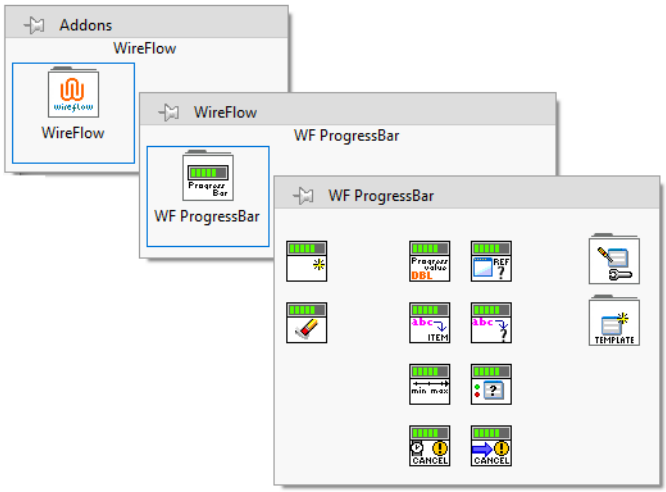
SE-431 37 Mölndal
Sweden

OverView

The ProgressBar module is intended to be a simple way of displaying progress for different tasks, e.g. Listing directories, copying files etc.



All methods needed to control and manage the Progressbar are located in the Addons palette

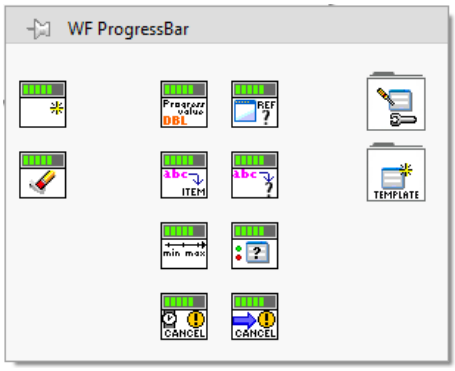


The ProgressBar API uses a number of different events to update the ProgressBar window. These events are handled together with the control/indicator references of the ProgressBar window in the engine VI.

API Methods

The API methods are used to launch and control the ProgressBar window. It has methods to control the content (strings, value and range) and the visibility of the ProgressBar window.

The API palette is located in Addons\WireFlow\WF ProgressBar



The methods in the APIs follow the standard Error handling in LabVIEW. The Close/Clear methods will execute regardless of value on Error in

error in (no error) The **error in** cluster can accept error information wired from VIs previously called. Use this information to decide if any functionality should be bypassed in the event of errors from other VIs.

The pop-up option **Explain Error** (or Explain Warning) gives more information about the error displayed.

error out The **error out** cluster passes error or warning information out of a VI to be used by other VIs.

The pop-up option **Explain Error** (or Explain Warning) gives more information about the error displayed.

ProgressBar_WireFlow.lvclass:CheckCancelNotification.vi

Checks if the ProgressBar window generated a Cancel notification.

cancelled?
Indicates if the Progress bar was cancelled either from the Cancel-button or from the GenerateCancelNotification method. Use this to exit the calling loop.

message
If the GenerateCancelNotification cancels the Progress an explanatory message can also be sent.

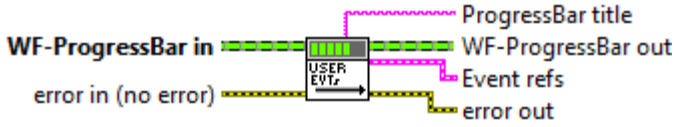
ProgressBar_WireFlow.lvclass:GenerateCancelNotification.vi

Generates a Cancel notification.

message
An optional string message indicating the reason of the cancellation.

ProgressBar_WireFlow.lvclass:GetEventRefs.vi

Returns the User Event refnums initialized by the ProgressBar API Init method. Mainly used in the PB engine, but can also be used in the actual ProgressBar window to perform special actions for a specific event.



Event refs This typedef contains the default progress bar event types that can be registered in the ProgressBar engine.

- **Exit** This event is generated from the API when the PB engine should stop.
- **MinMax** This event is sent frm the API to define the Min/Max range of the PB slide control.
- **DisplayState** This event is sent from the API to show/hide the PB window.
- **Message** This event is sent from the API to update one of the message fields in the PB.
- **Value** This event is sent from the API to update the progress bar value.

ProgressBar title This is the title set for the Progressbar window at init. Only used when the ProgressBar window is initialized, and can be changed later.

ProgressBar_WireFlow.lvclass:PB_Clear.vi

Clears the Progressbar session and closes any open panel or references.
This VI executes regardless of any input error.

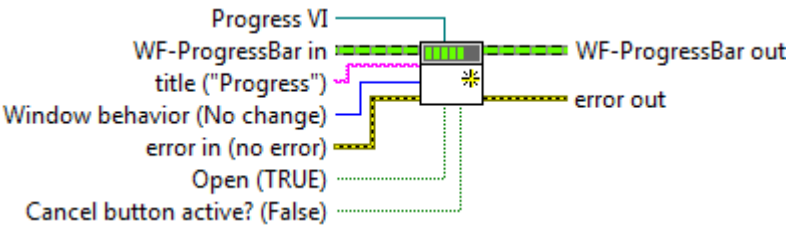
N.B. there is no need to call the SetPanelState method to close the PB window, this is handled under the hood.

ProgressBar_WireFlow.lvclass:PB_Init.vi

Creates a new Progressbar session.
* "title" specifies the title of the progressbar window.
* Progress VI specifies the Progressbar window that should be launched.
* If Open = True, the progress bar window is directly opened.
* Windows behavior = specifies if this instance should be run as "modal", "floating" or as set in the VI properties.

To define other strings and max/min values before the ProgressBar is opened or if the PB should be opened with a delay; please set Open = False, make the necessary changes and finally use the AP method

"ProgressBar_WireFlow.lvclass:SetPanelState.vi" to open the PB windows (with or without delay).



Progress VI VI reference of the ProgressBar VI. If invalid reference is specified, the default ProgressBar window will be used.

title ("Progress") The starting title of the ProgressBar window. This can be changed later using another API method.

Open (TRUE) If TRUE the PB window opens directly when init is done, otherwise the PB has to be opened with the specific Window state method.

Window behavior (No change) Defines the PB windows behavior;
No Change = behavior is as set in the PB VI properties.
Modal = Acts as a dialog, and stays on top
Floating = PB window stays on top, but only floats (i.e. is not active)

Cancel button active? (False) If TRUE the Cancel button is visible and the value change event is monitored.

ProgressBar_WireFlow.lvclass:ProgressBarEngine.vi

This is the engine that runs in the progress bar window. This means that a new progress bar window only needs to call this Engine VI to get the functionallity of the Progress bar.

Progress control refs. This cluster contains the references to the default supported window elements. These control references are then used to update the PB when events are received.

If a reference is not supplied (invalid), the actions for this control/indicator are not handled, and no error is generated.

General message The General message field is a short Title text, and is probably only updated a few times.

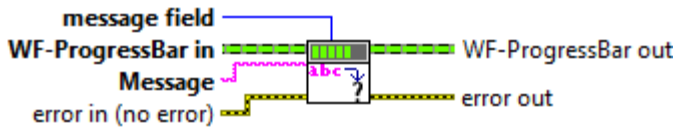
Current message Current message describes the action that is currently taking place, e.g. "Copying file pathA to pathB"

Progress value This is the reference to the progressbar slider.

Cancel Button

ProgressBar_WireFlow.lvclass:SetMessageString.vi

Updates the specified message field in the progress bar window.
The General message and Current item message can be formated as italic, underline and bold.

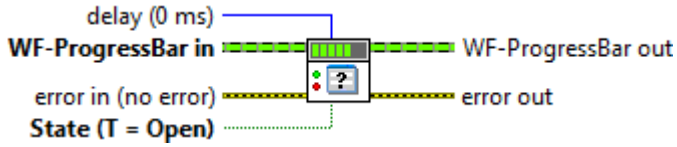


Message String that should be written.
The General and the Current Item strings supports formatting instructions.
Formatting is specified in html style like <X>some text</X>,
where X can be set as
* b = for bold text
* i = for italic text
* u = for underline text

message field Defines the message that should be updated;
* The Title is the name of the BP panel.
* The General message is a short Title text.
* The Current message describes the action that is currently taking place, e.g. "Copying file pathA to pathB"

ProgressBar_WireFlow.lvclass:SetPanelState.vi

This VI hides, or unhides the progress bar window.
The user can optionally specify a delay in ms before the progressbar is shown.



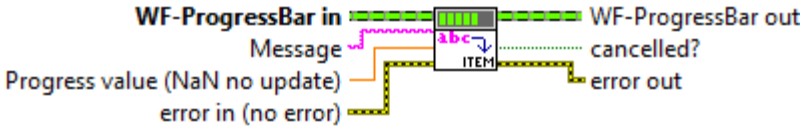
State (T = Open) Specifies if the PB should be opened (T) or closed (F).

delay (0 ms) Specifies the delay in milliseconds from PB activation until it is actually displayed.

ProgressBar_WireFlow.lvclass:SetProgressMessage.vi

Updates the progress bar "Current item" message, and optionally the progress value.
Leave value at NaN to skip update.

If user pressed Cancel in the Progressbar panel (if this button is activated), this boolean output is true. It is up to the calling code to handle the cancel action.



Progress value (NaN no update) Specifies the progress bar value. If this value is NaN only the progress message will be updated.

Message Message describes the action that is currently taking place, e.g. "Copying file pathA to pathB"

cancelled? Indicates if the progress is cancelled by either the Cancel-button or the GenerateCancelNotification method.

ProgressBar_WireFlow.lvclass:SetProgressValue.vi

Updates the value of the progress bar in the range that is defined in the SetRangeMinMax method.

Default is a range between 0 and 1, but a vlue outside the range will still be written.

If user pressed Cancel in the Progressbar panel (if this button is activated), this boolean output is true. It is up to the calling code to handle the cancel action.

Value Value is the current value of the progress bar.
This value should be set in the range defined in the Max/Min method.
Default is a progress value between 0 and 1.

cancelled? Indicates if the progress is cancelled by either the Cancel-button or the GenerateCancelNotification method.

ProgressBar_WireFlow.lvclass:SetRangeMinMax.vi

This VI sets the min and max range values for the progress bar.
Wire NaN to leave a value unchanged.

Max (1) Sets the Max scale value of the progressbar slider.
Default is 1.

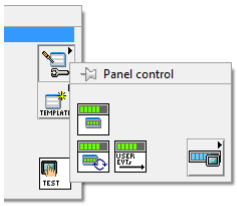
Min (0) Sets the Min scale value of the progressbar slider.
Default is 0.

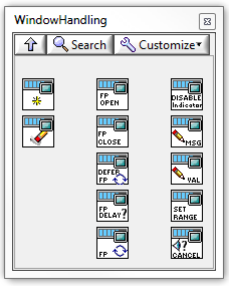
ProgressBar_WireFlow.lvclass:GetProgressWindowRef.vi

Returns the VI reference of the running Progressbar window.
Can be used for additional control of window behavior.

Engine Methods

The Engine methods are used internally in the ProgressBar engine to handle UserEvents and updates of the ProgressPanel. These are only listed for reference, since they should normally not be changed.





ProgressBar_Win_WireFlow.lvclass:CancelButtonVisible.vi

Set Cancel button visible or hidden.

cancel button visible?

ProgressBar_Win_WireFlow.lvclass:Clear.vi

Clear ProgressBar engine handling.

Executes regardless of the Error input value.

ProgressBar_Win_WireFlow.lvclass:DeferPanelUpdates.vi

Sets or unsets the Defer Panel Update property

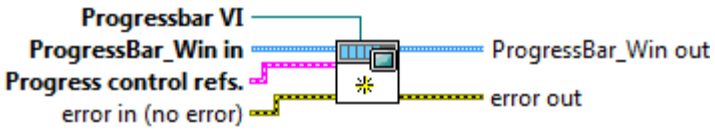
Defer Panel Updates Set to the defer panel status of the ProgrtessBar VI.
T = Defer updates

ProgressBar_Win_WireFlow.lvclass:DisableFPitems.vi

Disable the string elements on the progress panel. Just to make sure they are not clicked during updates.

ProgressBar_Win_WireFlow.lvclass:Init.vi

Initialize the PB window handling



Progress control refs. This cluster contains the references to the default supported window elements. These control references are then used to update the PB when events are received.
If a reference is not supplied (invalid), the actions for this control/indicator are not handled, and no error is generated.

- **General message** The General message field is a short Title text, and is probably only updated a few times.
- **Current message** Current message describes the action that is currently taking place, e.g. "Copying file pathA to pathB"
- **Progress value** This is the reference to the progressbar slider.
- **Cancel Button**

Progressbar VI This is the VI reference to the ProgressBar window, and is used to Show/hide window etc.

ProgressBar_Win_WireFlow.lvclass:PanelCheckDelay.vi

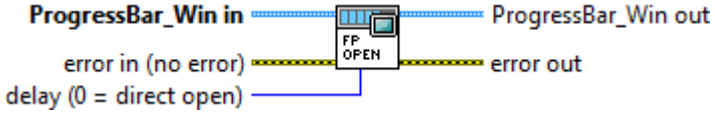
Handles opening of the progressbar window if a delay is specified.

ProgressBar_Win_WireFlow.lvclass:PanelClose.vi

Closes the Progressbar window.

ProgressBar_Win_WireFlow.lvclass:PanelOpen.vi

Sets the Progress Bar panel state = TRUE and optionally sets the delay.
If delay>0 the progress bar window is not opened until delay ms has passed.



delay (0 = direct open) Specifies the delay in milliseconds from PB activation until it is actually displayed.

ProgressBar_Win_WireFlow.lvclass:PanelUpdate.vi

Updates the ProgressBar window elements ("Value" and "Current Item message").
This is called in the timeout case to handle the case that a number of events come in a burst.

ProgressBar_Win_WireFlow.lvclass:SetMessage.vi

Sets the message string for the specified message type. If type is "Current item" update is not direct, but when there is no more event to serve (i.e. in the timeout case, with timeout = 0).

Message String that should be written.
The General and the Current Item strings supports formatting instructions.
Formatting is specified in html style like <X>some text</X>,
where X can be set as
* b = for bold text
* i = for italic text
* u = for underline text

message field Defines the message that should be updated;
* The Title is the name of the BP panel.
* The General message is a short Title text.
* The Current message describes the actioin that is currently taking place, e.g. "Copying file pathA to pathB"

ProgressBar_Win_WireFlow.lvclass:SetRange.vi

Sets the ProgressBar scale range min/max values.

max (NaN) This is the range max value for the progressbar.
NaN means that it is not set.

min (NaN) This is the range min value for the progressbar.
NaN means that it is not set.

ProgressBar_Win_WireFlow.lvclass:SetValue.vi

Sets the progress value, update is not direct, but takes place when there is no more event to serve.

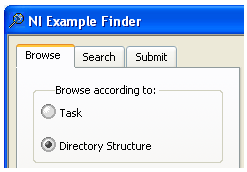
Value Value is the current value of the progress bar.
This value should be set in the range defined in the Max/Min method.
Default is a progress value between 0 and 1.

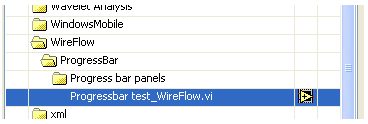
Examples

The VIPM package installs example code to the examples directory

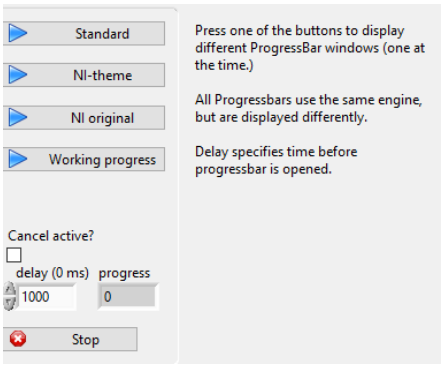
<LabVIEW>\examples\WireFlow\ProgressBar\

To open this example either browse on disk, or use the Example finder.





In the example finder Browse the directory structure, and browse to WireFlow\ProgressBar. Then open the VI ProgressBar test_Wireflow.vi.



When this example runs it first displays a simple splash screen and then a simple user interface where the user can select to show three different ProgressBar panels, using the same code to manage updates, plus a fourth showcasing an “infinite” progress. The example uses methods to demonstrate;

- general usage of the ProgressBar API
- setting max/min values for the progressbar slider
- setting different strings with different formatting
- displaying the ProgressBar panel with or without delay
- setting front panel mode (modal, floating or normal) of the ProgressBar window.
- Enabling/Disabling Cancel functionality in the ProgressBar

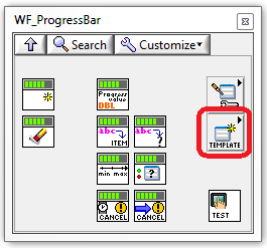
HowTo´s

This section briefly describes some typical customizations and how they could be done using the ProgressBar API methods.

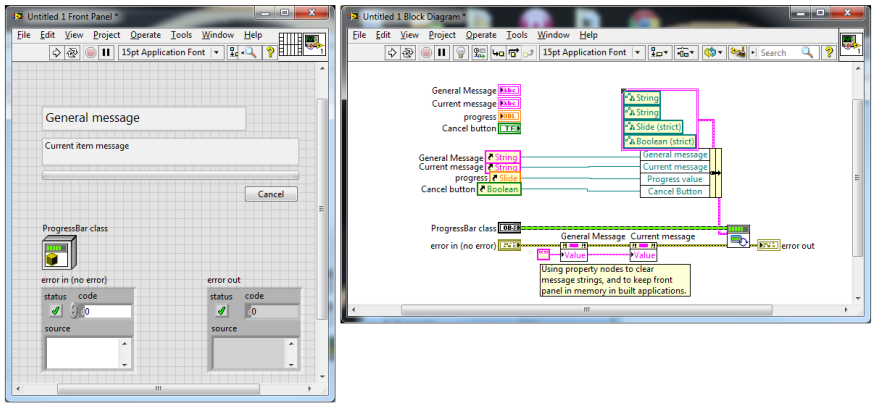
Create a customized Progressbar window

If we just want to create a new look for the ProgressBar we can modify the template.

To do this we create a new VI and then we drop one of the templates, found in the template palette, on the block diagram.



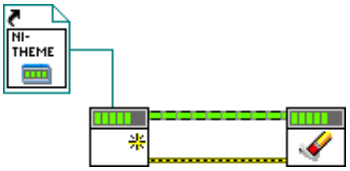
This will add a number of FrontPanel and BlockDiagram objects to the new VI.



Modify the FP to have the look and feel that you prefer, but don't rename the "ProgressBar class" control since this is used to pass information to the ProgressBar at launch.

The only thing that should be visible at runtime is the message fields and the progressbar.

To use this modified ProgressBar it is only necessary to wire a VI reference to the VI to the Init method, e.g. using StaticVI reference



Revision history

Rev C	2025-04-14	Manual updated from new template, and with new WireFlow Logo plus description of new methods.