

LabVIEW – Events



Gary Boorman



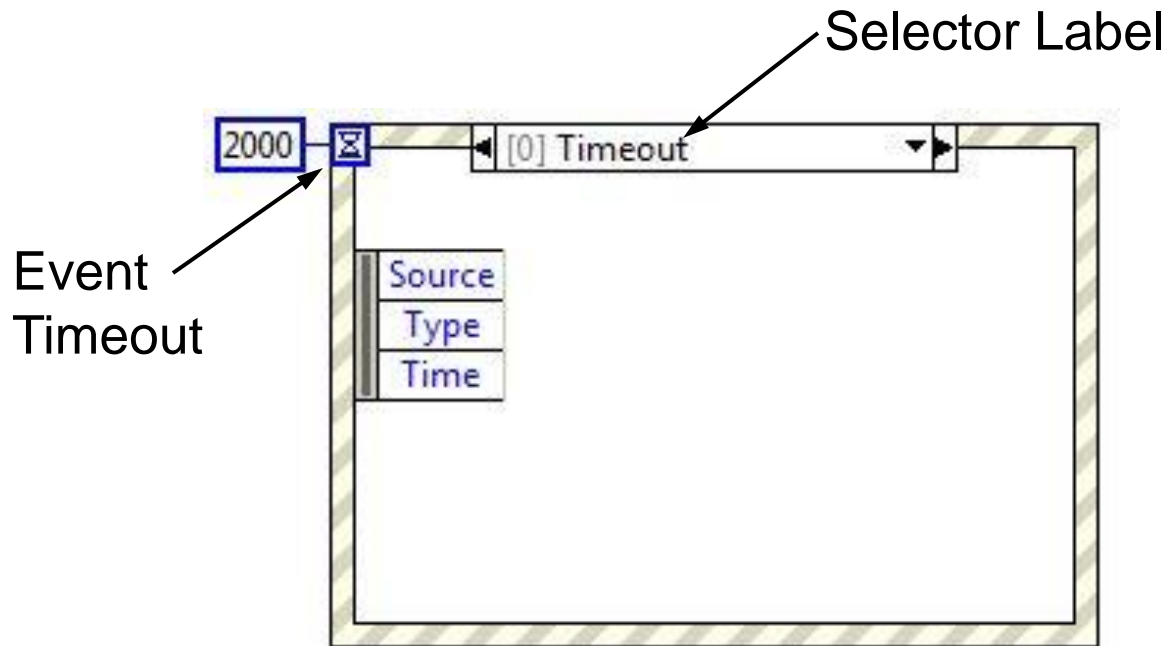
Events I

- Event examples are Mouse Enter, Mouse Down, Value Change, Resize Panel, Timeout, Close Panel etc
- An Event Structure waits for an Event to happen, and then executes the appropriate case for that Event
- Usually used within a While loop



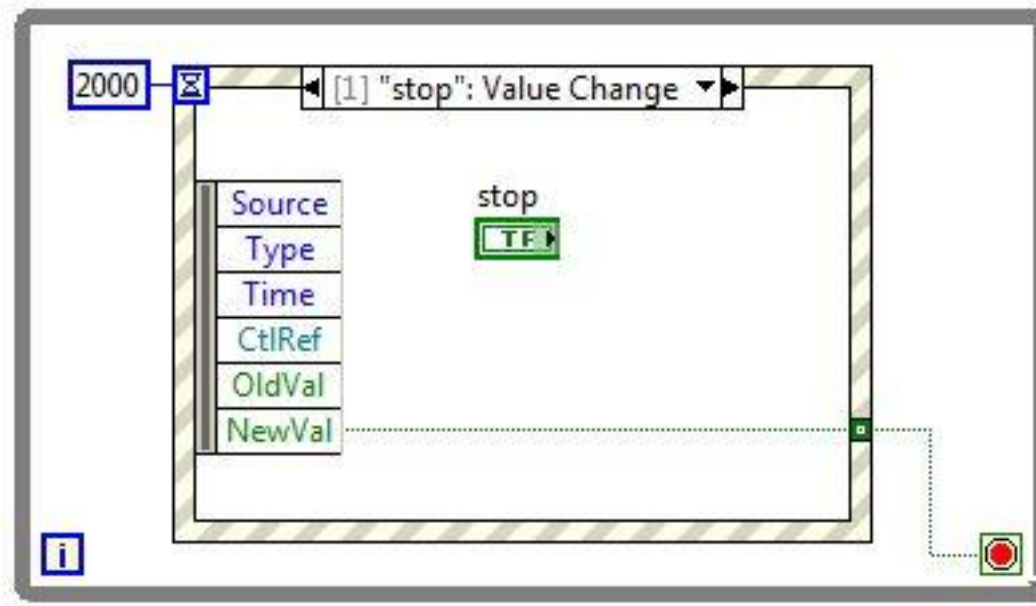
Events II

- The Event structure waits for something to happen, rather than continually polling



Events III

- How to Exit from an Event structure...
- Click on structure border and 'Add Event Case'; select Controls>>stop>>Value Change



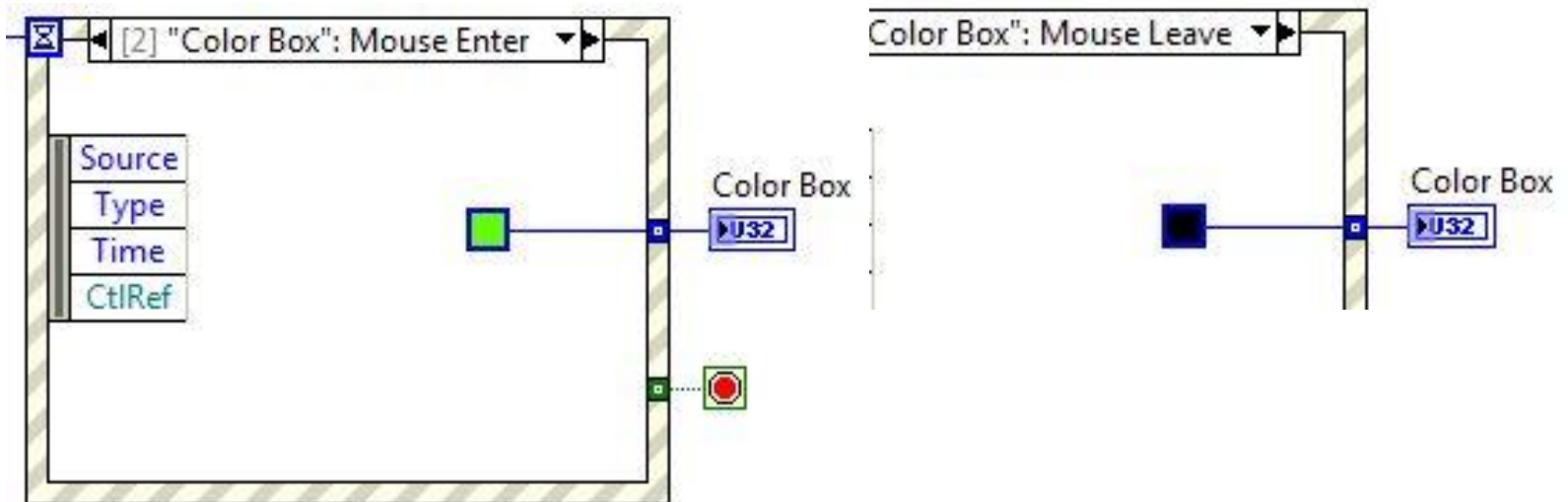
Events IV

- If reading a latched Boolean control, you *must* place it inside the case where it is processed
- Events can drastically reduce processor time which is otherwise spent on polling
- Timeout can take a default value of -1, meaning it times out at infinity – VI can be unstoppable unless other event cases are configured!



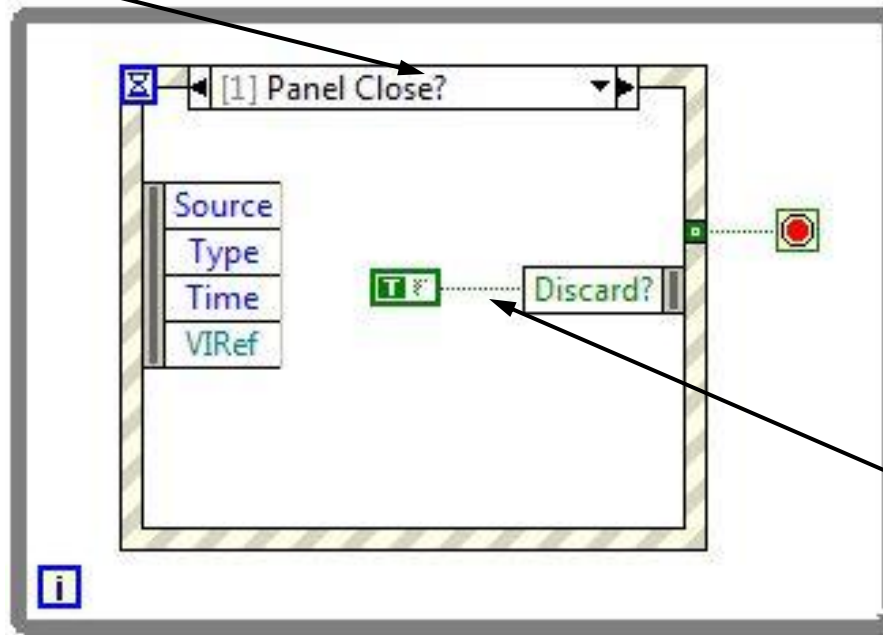
Events V

- Example of Mouse Enter/Leave events



Events VI

- Some Events can be discarded, known as Filter Events. They have '?' in the selector label
- Filter Event



If Panel is closed when VI is running, this operation is discarded

