



LabVIEW™

LabVIEW Plugin

USER'S GUIDE

For FlashcatUSB Software Integration

LabVIEW is property of National Instruments (<http://www.ni.com>)
Website: www.embeddedcomputers.net/software/
Support email: contact@embeddedcomputers.net
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INTRODUCTION

This plugin package is to add the ability to integrate FlashcatUSB functionality into an existing LabVIEW instrument panel or virtual instrument. This plugin adds nearly all of the functionality found in the main software, but in a compact and streamlined version that is designed for lab or production line environments.

Some advanced features, such as ECC correction, or JTAG operations, are not supported by this plugin. Some modes maybe missing as well, but we can add them upon request.

This plugin is in active development, and we can customize or add features for your organization. If you decide to use this plugin and wish it could do something more, just reach out to use using your company email address and email us at contact@embeddedcomputers.net

This package contains four files:

LABView_Manual.pdf

LabViewPlugin.dll

LibUsbDotNet.dll

LABView_example_v1.00.vi

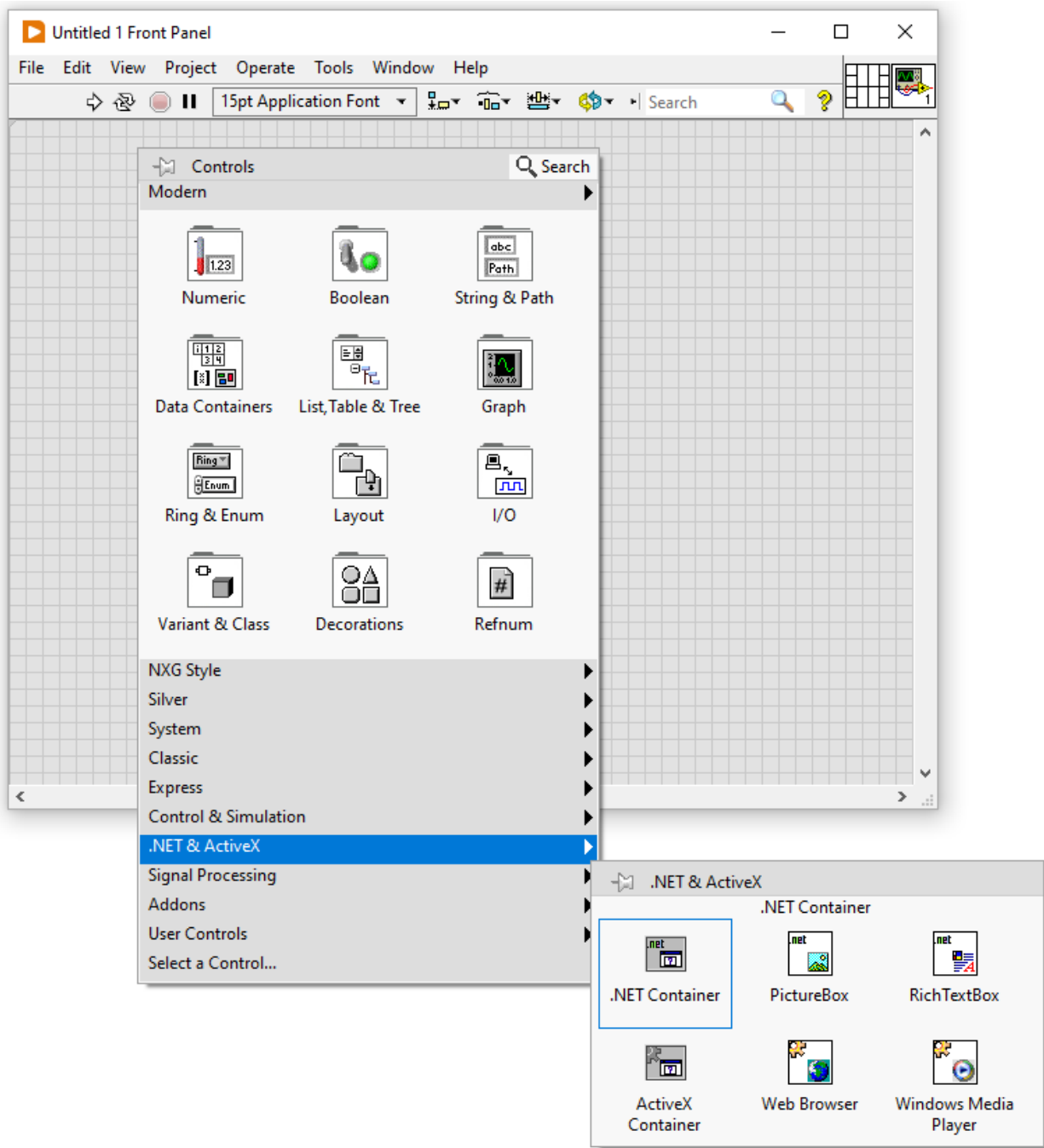
The example .vi file shows how to use the plugin. This was built using LabVIEW Version 21.0 (32-bit); however, the plugin should work on any version that supports the .NET 4.0 Control import feature.

LICENSE TERMS

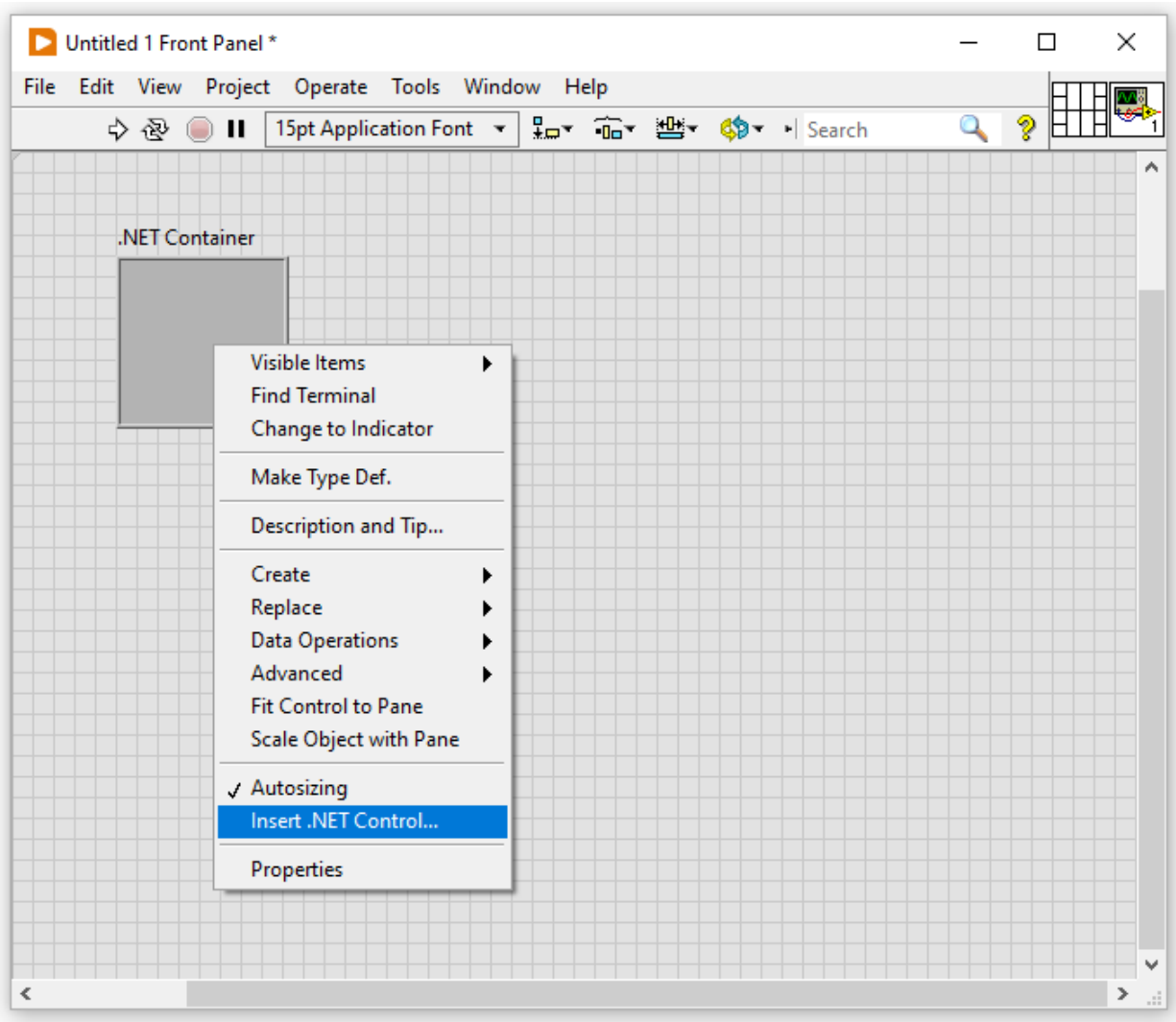
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INSTALLATION

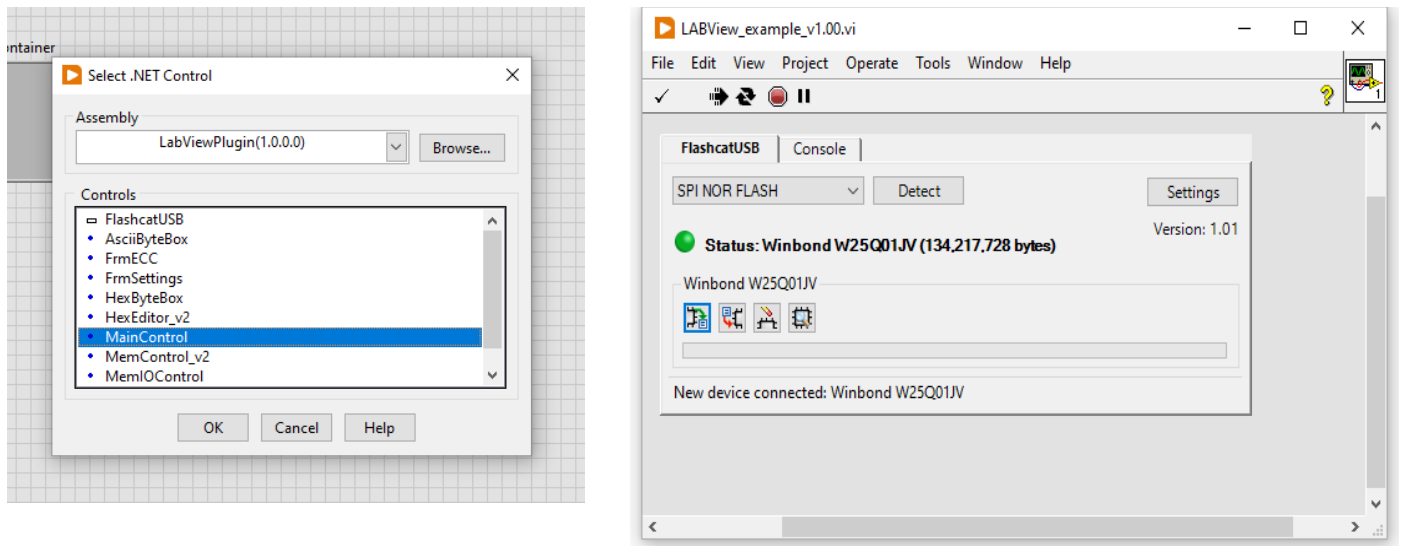
To install the plugin into a blank panel, select the Controls box, and then in the '.NET & ActiveX' box, select a .NET Container.



Drop this new control into your panel and then right click on it and select 'Insert .NET Control...':



This will bring up this window, which you can then browse to select the LabViewPlugin.dll. After that, you will then be given a list of controls within the library to select. Select the 'MainControl' item from the list:



This will add the control to your panel. To run the plugin, click the 'Run Continuously' button.

You can now connect a FlashcatUSB to your computer, select the desired mode, and hit the Detect button to detect the connected memory. The memory controller bar allows you to: read, write, erase, and compare. The Settings button will allow you to access the various protocol settings.

Note: these settings are shared between the normal GUI version of FlashcatUSB. So, any changes made in here will also affect that. For more information, see the FlashcatUSB User Guide.