

A few updated features in LabVIEW 8.6, explained in brief

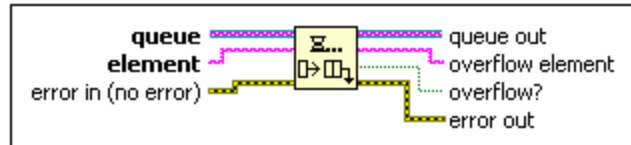
Lossy Enqueue Element Function

Owning Palette: [Queue Operations Functions](#)

Installed With: Base Package

Adds an element to a queue. If no space is available in the queue, this function removes an element from the front of the queue and discards the element to make space.

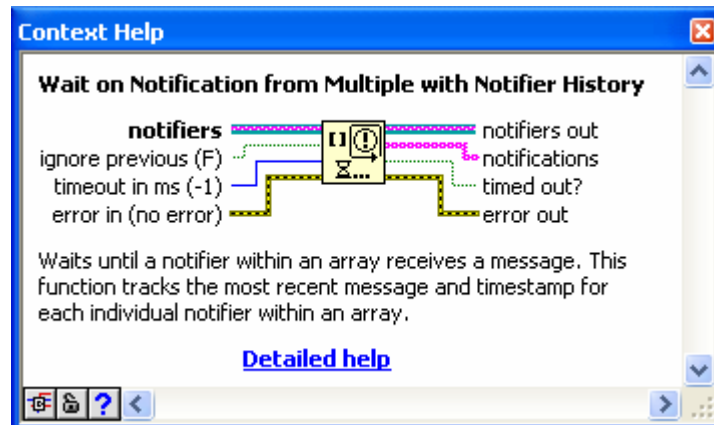
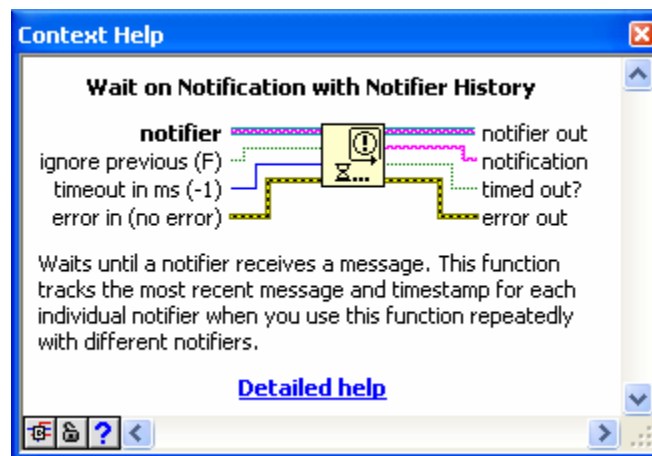
Unlike the [Enqueue Element](#) function, this function does not wait for room in the queue to become available. Use the [Obtain Queue](#) function to set the maximum size of the queue.



LabVIEW 8.6 known Issues <http://zone.ni.com/devzone/cda/tut/p/id/7324>

LabVIEW 8.6 Bug Fixes <http://zone.ni.com/devzone/cda/tut/p/id/7731>

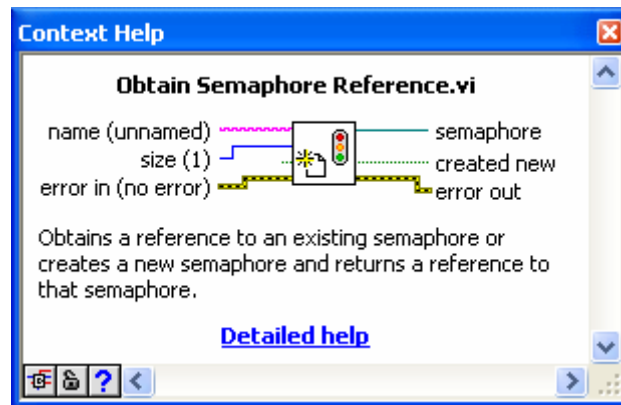
Advanced Notifier Waiting VIs



Semaphore VIs

The **Semaphore** palette includes the following new VIs:

- Obtain Semaphore Reference



- Release Semaphore Reference



Comparison Functions

The **Comparison** palette includes the following changed functions:

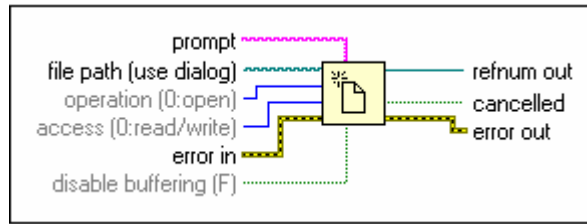
- **In Range and Coerce**—Supports the fixed-point data type.

CHM file says cannot be used with Fixed point numbers!!!

- **Max & Min**—Supports the fixed-point data type.

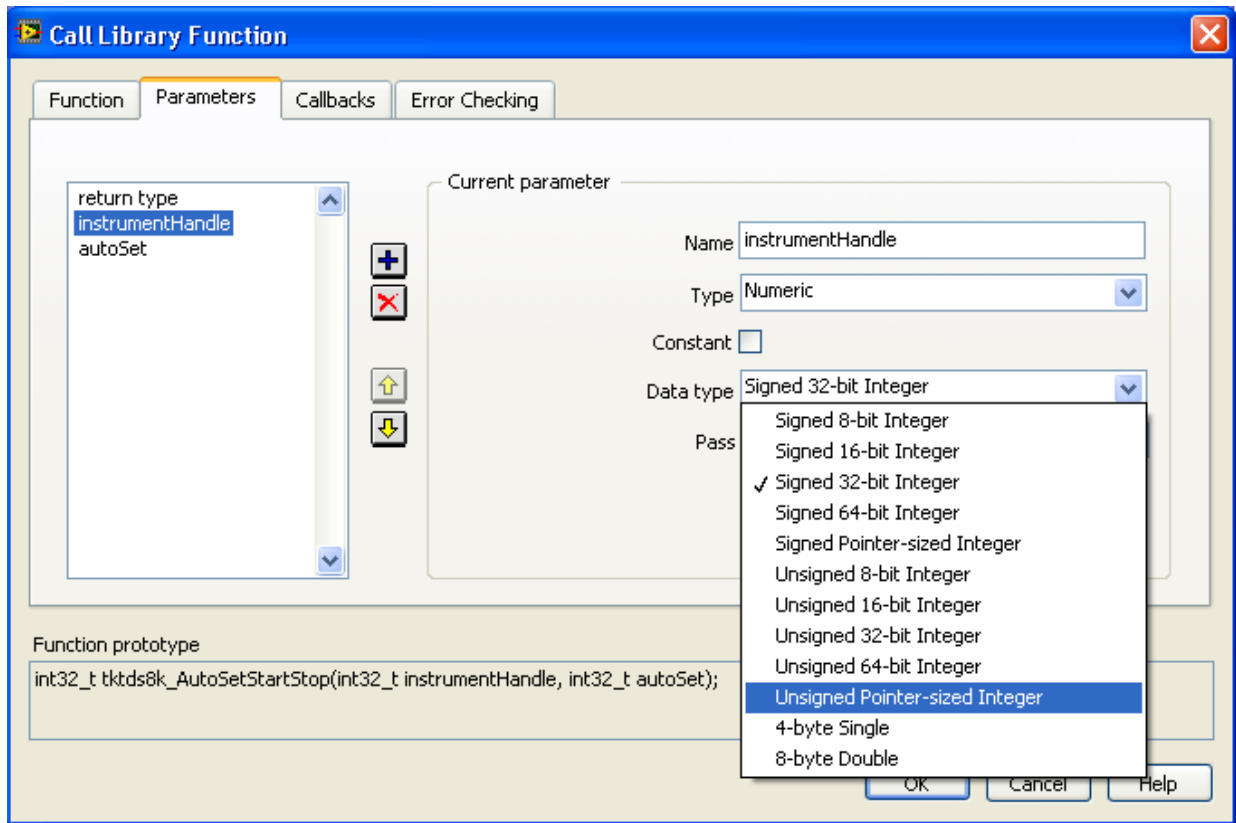
File I/O VIs and Functions

Disable buffering specifies if the file opens without buffering. The default is FALSE. If you want to read or write a data file to a RAID, consider opening the file without buffering to speed up data transfers. To disable buffering, wire a TRUE value to the disable buffering input



Call Library Function Node

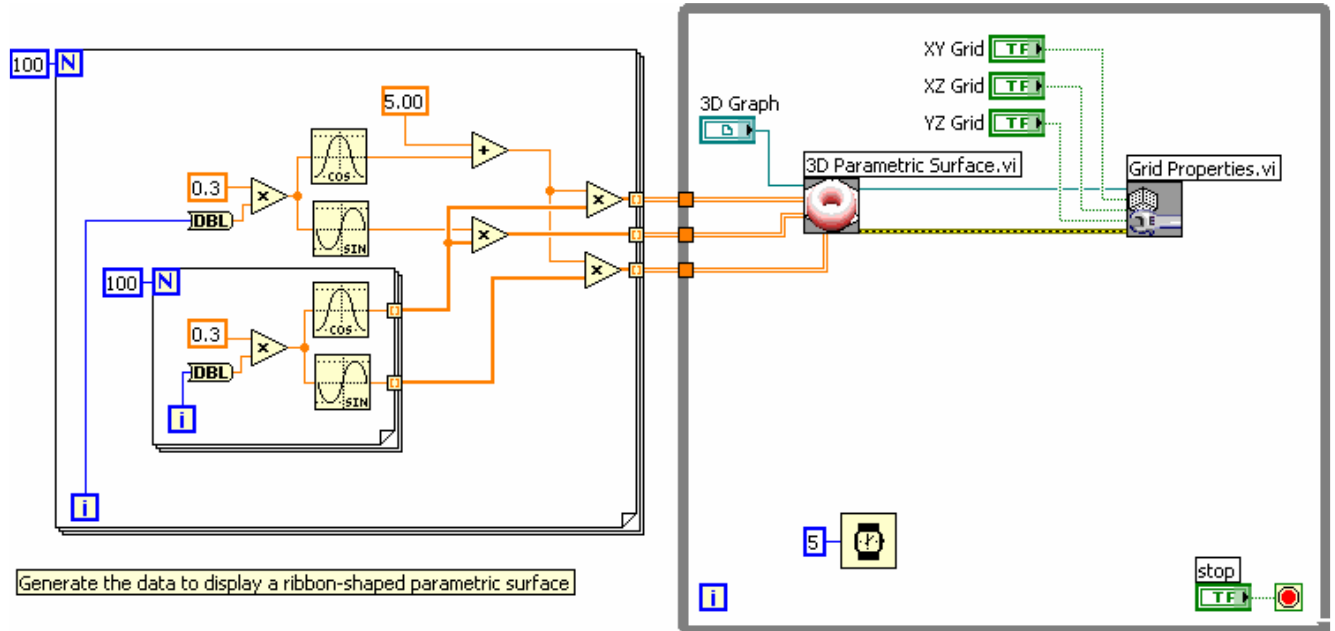
The **Data type** pull-down menu of the **Parameters** tab includes the **Signed Pointer-sized Integer** and **Unsigned Pointer-sized Integer**



Cleaning Up the Block Diagram Automatically

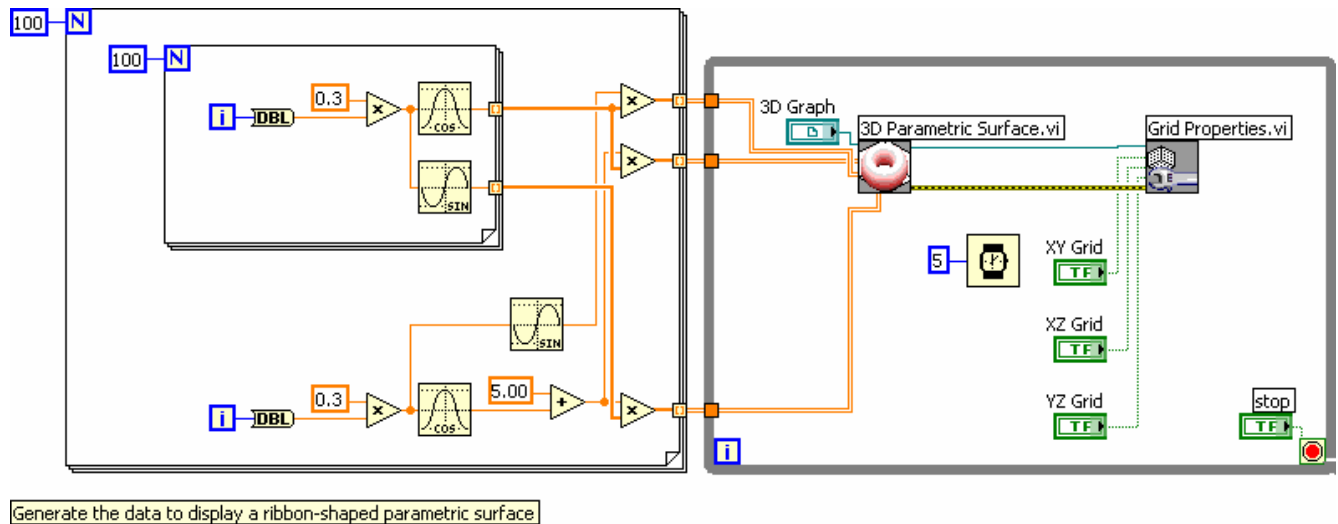
Select **Edit>Clean Up Diagram** to automatically reroute all existing wires and rearrange objects on the block diagram to generate a cleaner layout

Original block Diagram:-



After using clean up (Ctrl+ U)

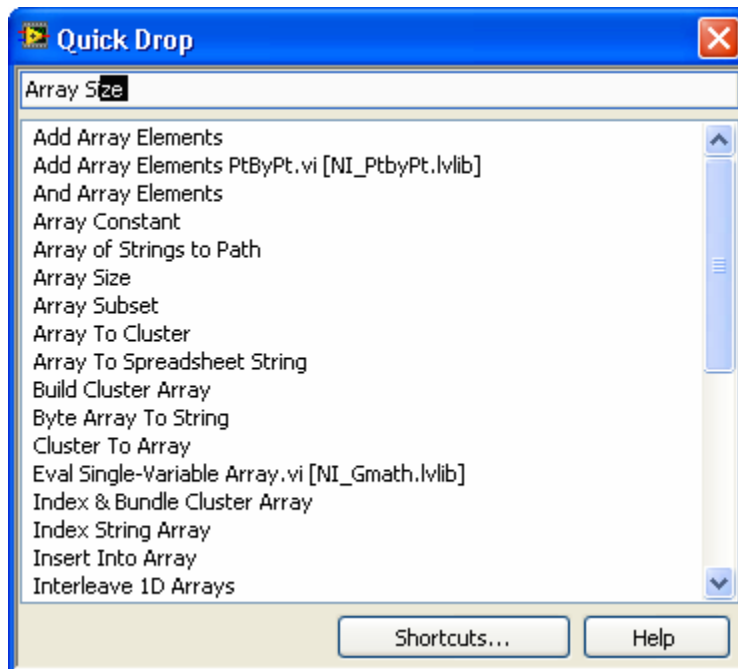
The block Diagram actually cleans up in good shape. Does save some time...:-)



Placing Objects Using Quick Drop

Use the **Quick Drop** dialog box to search for a block diagram or front panel object by name and place it on the block diagram or front panel without navigating through the **Controls** or **Functions** palettes. (Windows and Linux) Press the <Ctrl-Space> keys or select **View>Quick Drop**

Jus type in the name of the function and hit "Enter"...Not bad :-)



Thanks,
Subhasis Bera