

LabVIEW - Changing the .dll Paths

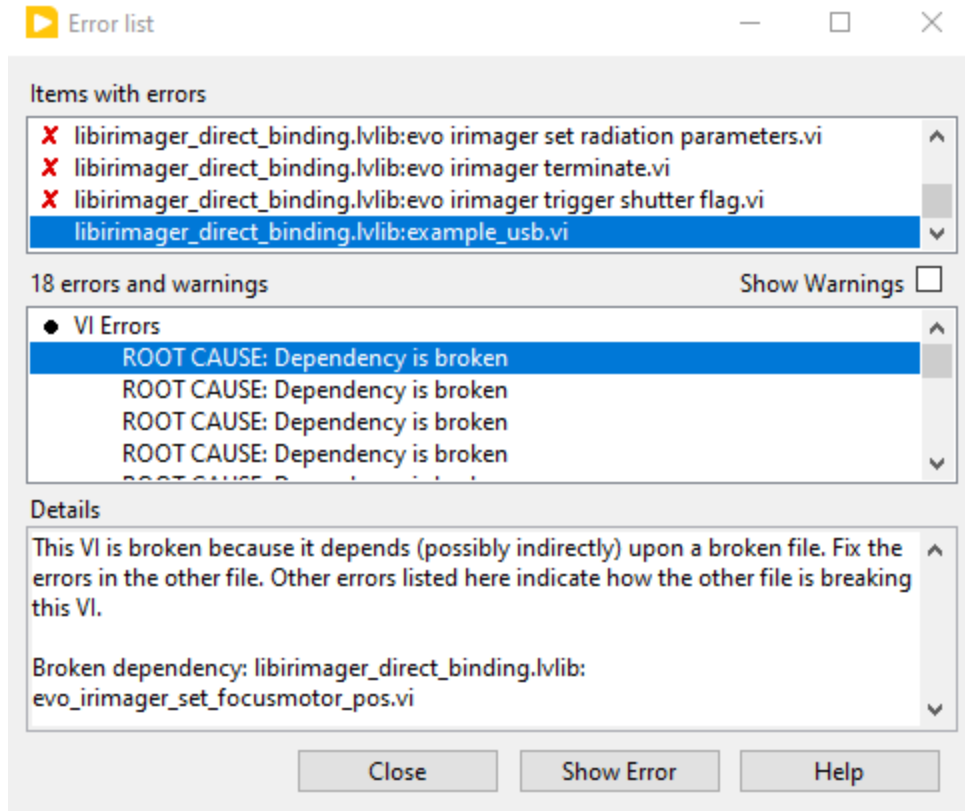
The LabVIEW examples come with a preset path to the .dll.

To run the examples on your machine, you will have to change them.

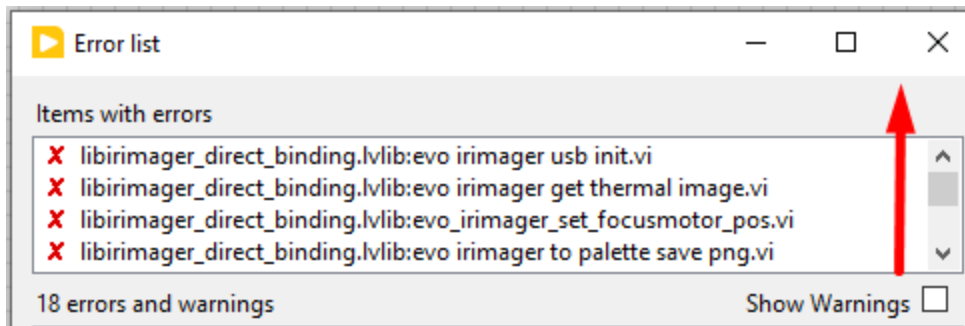
Our main .vi is “example_usb.vi”. When you open it, the first thing you should notice is the broken arrow icon, indicating that something is not set up correctly:



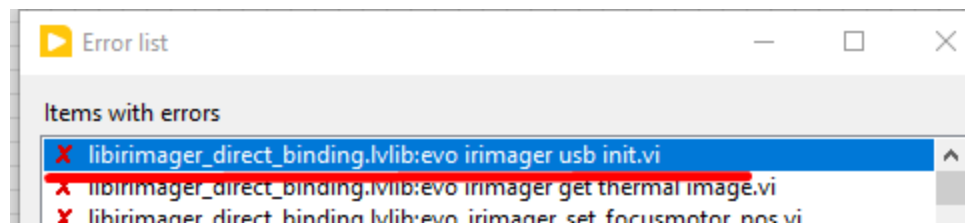
Clicking on the broken arrow will open a window titled “Error list”:

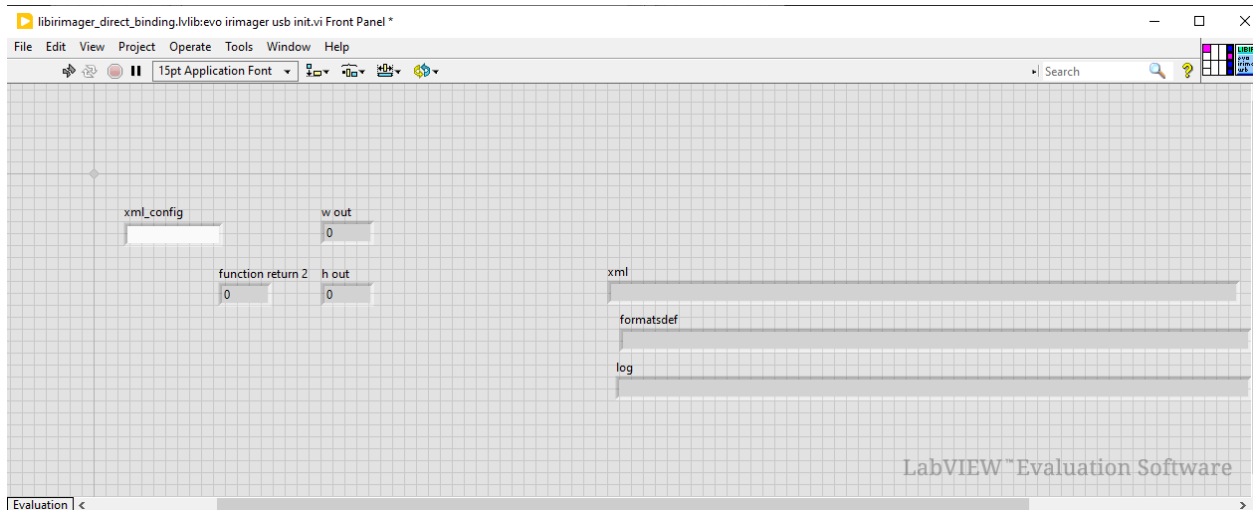


Scroll upwards to work your way through the sub-vis:



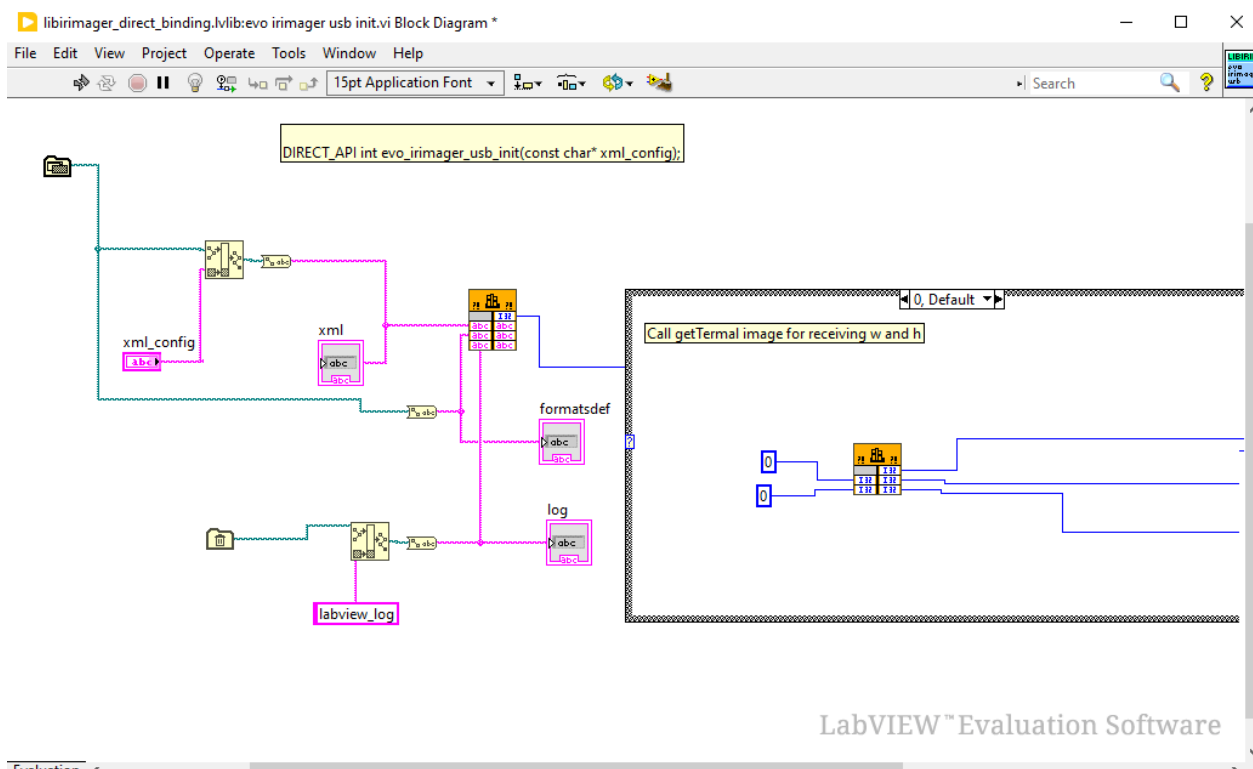
Double-click on the error message, this will open the front panel of the affected .vi:



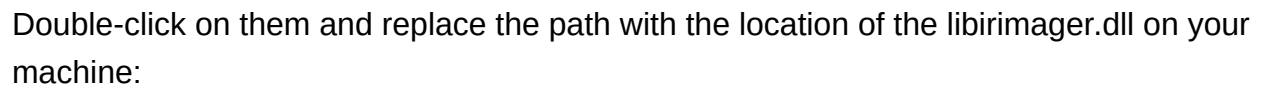


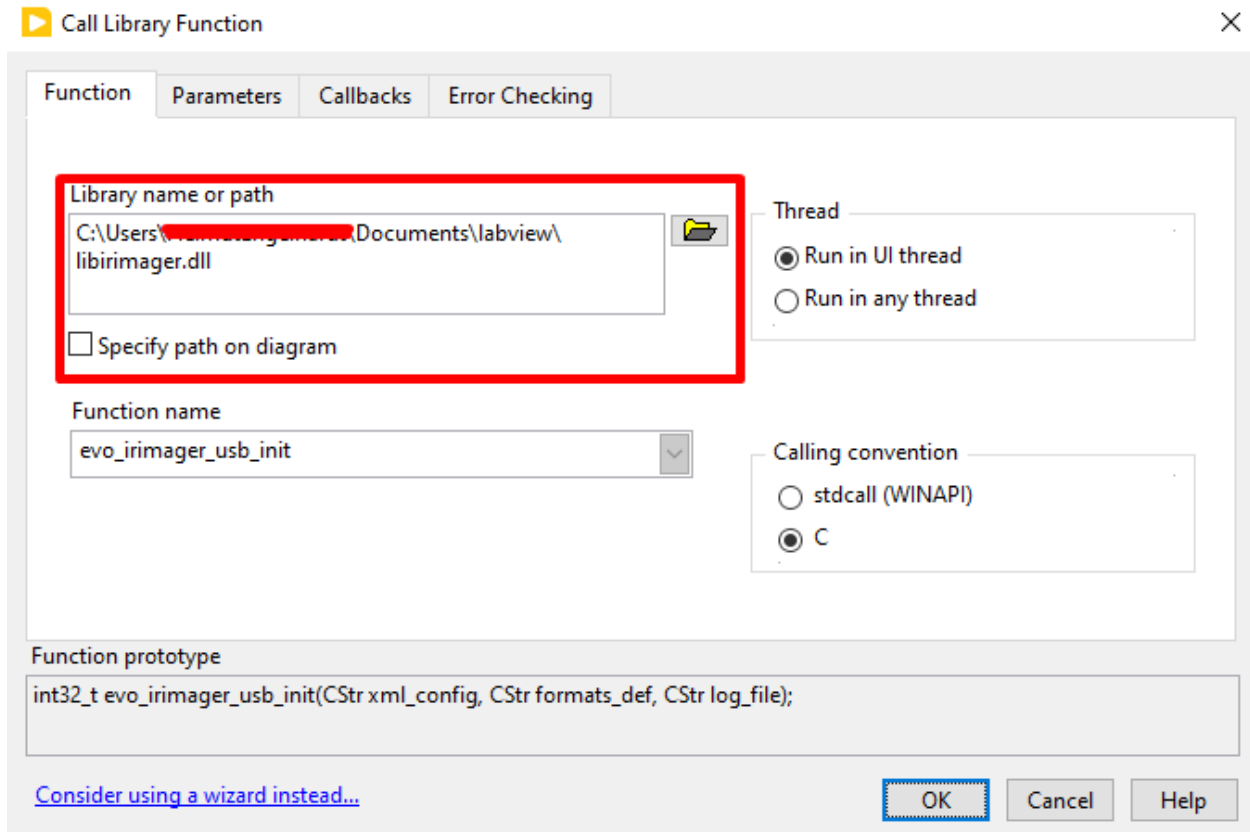
Go to “Window → Show Block Diagram” or press “Ctrl+E” to open the block diagram:

to irimager usb init.vi Front Panel *



Note: There is only one function for the libirimager.dll, in every sub-vi, the following example is an exception





The libirimagr.dll can be found in the Windows Drivers you downloaded, under:

32bit: .\lrDirectSDK\sdk\Win32

64bit: .\lrDirectSDK\sdk\x64