

# Exercise 2-1      Create a Project Library

## Goal

Create a project library and set access scope for files that will be distributed together.

## Scenario


A member of your development team, with the help of a boiler expert, created a software model for the boiler that your application will control. To simplify distribution of these files, and to control how this code is used, you must create a project library and set the access scope for each of the files your teammate developed.

## Design

Create a LabVIEW project library (.lvlib) for the files your teammate developed and set the access scope for each file.

**Table 2-1.** Boiler Project Library Files

File	Access Scope
Boiler Configuration.ct1	Public
Boiler Data.ct1	Private
Boiler References.ct1	Private
Boiler UI Data.ct1	Private
Boiler.vi	Public
Change Flame Level - Next.vi	Private
Change Flame Level.vi	Private

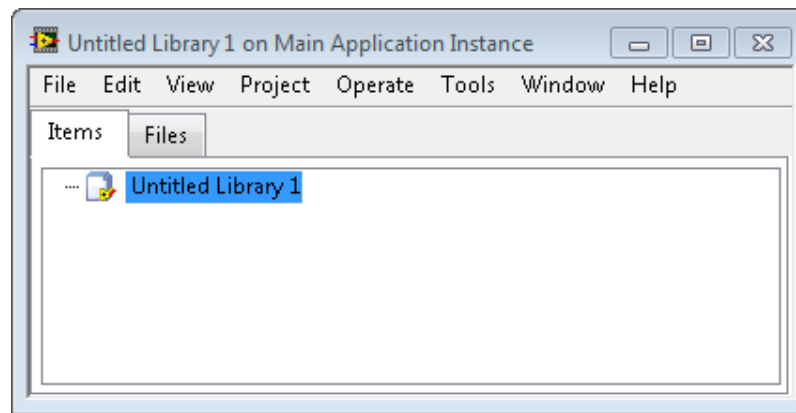
 **Note** Do not open these files. They require code that you have not developed yet.


## Implementation

1. Open LabVIEW.
2. Select **File»New** to display the **New** dialog box.
3. In the **New** window, select **Other Files»Library**.

A stand-alone project library window for the new project library file appears, as shown in Figure 2-1.

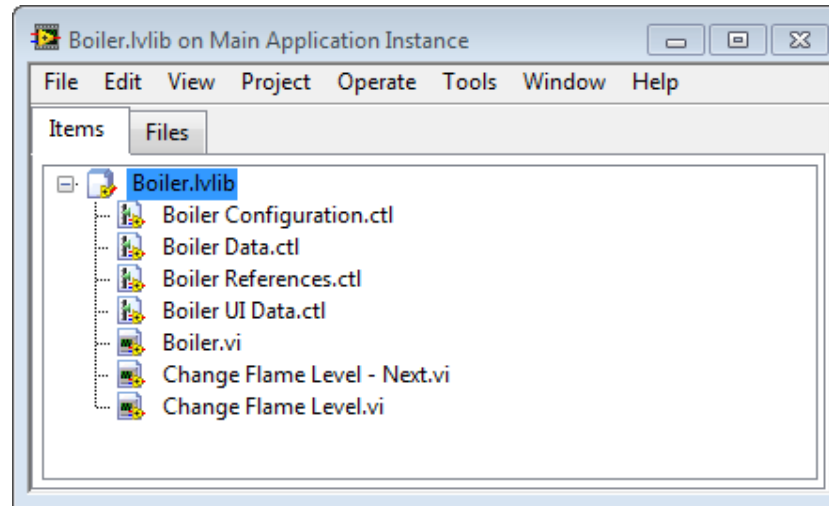
**Figure 2-1.** New Project Library Window



4. Right-click the project library icon and select **Add»File** from the shortcut menu.
  5. Navigate to the <Exercises>\LabVIEW Core 3\External\Boiler directory from the **Select a File to Insert** dialog box.
  6. Select all the files in the **Boiler** directory and click the **Add File** button.
-  **Note** Click the **Ignore All** button in the dialog box that appears. LabVIEW is looking for controls that you create in future exercises.
7. Right-click the project library icon and select **Save»Save As** from the context menu.
  8. Name the project library **Boiler.lvlib** and save it in the <Exercises>\LabVIEW Core 3\External\Boiler directory.

9. Click **Save All** when prompted to save the individual files. The project library window is shown in Figure 2-2.

**Figure 2-2.** Boiler.lvlib Project Window

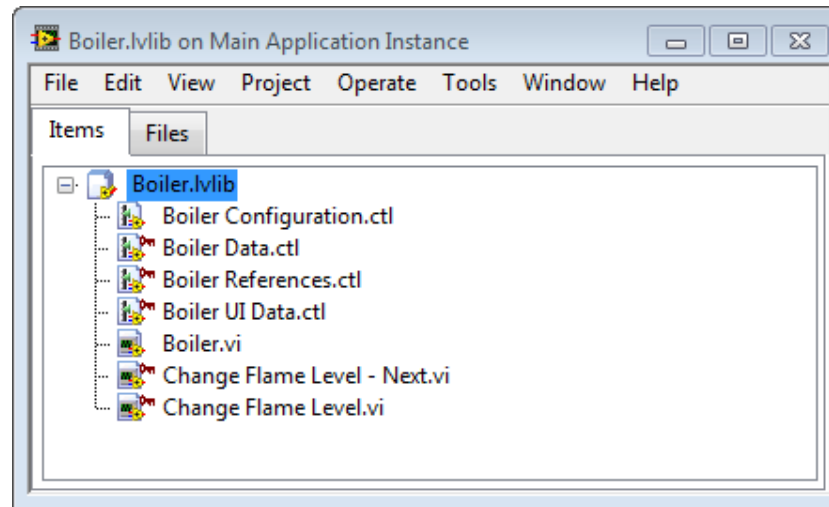


10. Set the access scope for the files in the library.
- ☐ Right-click the project library icon and select **Properties** from the shortcut menu to display the **Project Library Properties** dialog box.
  - ☐ Click **Item Settings** to display the **Item Settings** page.
  - ☐ Using the information in Table 2-1, click an item in the **Contents** tree to select the item and then click the proper radio button in the **Access Scope** area to assign the proper scope.
  - ☐ Click the **OK** button to incorporate the changes into the project library and close the dialog box.

11. Save changes to the project library.

Notice that the items you marked private have an icon with a key, as shown in Figure 2-3.

**Figure 2-3.** Boiler.lvlib Project Window with Private Access Items



12. Close the project library.

**End of Exercise 2-1**