



Write Better
Code



LabVIEW

SHORTCUTS

┌ Don't waste time wiring... ┐



@stefan_lemmens
#LabVIEWshortcuts

LABVIEW 2020 KEYBOARD SHORTCUTS

Object/Movement	
Shift-click	Selects multiple objects; adds object to current selection.
Arrow keys	Moves selected objects one pixel at a time.
Shift-Arrow keys	Moves selected objects several pixels at a time.
Shift-click (drag)	Moves selected objects in one axis.
Ctrl+K	Reorders objects in a stack of objects by moving the selected object one position higher in the stack.
Ctrl+J	Reorders objects in a stack by moving the selected object one position lower in the stack.
Ctrl+Shift+K	Reorders objects in a stack by moving the selected object to the top of the stack.
Ctrl+Shift+J	Reorders objects in a stack by moving the selected object to the back of the stack.
Ctrl-click (drag)	Duplicates selected object.
Ctrl-Shift-click (drag)	Duplicates selected object and moves it in one axis.
Shift-resize	Resizes selected object while maintaining aspect ratio.
Ctrl-resize	Resizes selected object while maintaining center point.
Ctrl-Shift-resize	Resizes selected object while maintaining center point and aspect ratio.
Ctrl-drag in the direction of open space	Adds more working space to the front panel or block diagram.
Ctrl+Alt-drag in the direction of reducing space	Reduces extra working space from the front panel or block diagram
Ctrl-A	Selects all front panel or block diagram items.
Ctrl-Shift-A	Performs last alignment operation on objects.
Ctrl-D	Performs last distribution operation on objects.
Double-click open space	Adds a free label to the front panel or block diagram if automatic tool selection is enabled.
Ctrl-mouse wheel	Scrolls through subdiagrams of a Case, Event, or Stacked Sequence structure.
Spacebar	Switches between different selection modes when creating selection rectangles
Spacebar (drag)	Disables preset alignment positions when moving object labels or captions.
Ctrl-U	Reroutes all existing wires and rearranges objects on the block diagram automatically.

Navigating the LabVIEW Environment	
Ctrl-F	Finds objects or text.
Ctrl-Shift-F	Displays Search Results window or the Find Project Items dialog box with the previous search results.
Ctrl-G	Searches VIs for next instance of an object or text.
Ctrl-Shift-G	Searches VIs for previous instance of VIs, object, or text.
Ctrl-Tab	Cycles through LabVIEW windows in the order the windows appear onscreen. (Linux) The order of the windows depends on the window manager you use.
Ctrl-Shift-Tab	Cycles the opposite direction through LabVIEW windows.
Ctrl-L	Displays the Error list window.
Ctrl-Shift-E	Displays the current VI in the Project Explorer window.
Ctrl-Shift-W	Displays the All Windows dialog box.
Ctrl-Shift-B	Displays the Class Browser window.

Navigating Front Panels and Block Diagrams	
Ctrl-E	Displays the block diagram or front panel window.
Ctrl-Space	Displays the Quick Drop dialog box. On Chinese keyboards, press the <Ctrl-Shift-Space> keys. (macOS) Press the <Command-Shift-Space> keys.
Ctrl-#	Enables or disables grid alignment. On French keyboards, press the <Ctrl-#> keys. (macOS) Press the <Command-#> keys.
Ctrl-/	Maximizes and restores window.
Ctrl-T	Tiles front panel and block diagram windows.
Ctrl-Shift-N	Displays the Navigation window.
Ctrl-I	Displays the VI Properties dialog box.
Ctrl-Y	Displays the History window.

Navigating the VI Hierarchy Window	
Ctrl-D	Redraws the VI Hierarchy window.
Ctrl-A	Shows all VIs in the VI Hierarchy window.
Ctrl-click VI	Displays the subVIs and other nodes that make up the VI you select in the VI Hierarchy window.
Enter	Finds the next node that matches the search string after initiating a search by typing in the VI Hierarchy window.
Shift-Enter	Finds the previous node that matches the search string after initiating a search by typing in the VI Hierarchy window.

Debugging	
Ctrl-Down arrow	Steps into node.
Ctrl-Right arrow	Steps over node.
Ctrl-Up arrow	Steps out of node.

File Operations	
Ctrl-N	Opens a new, blank VI.
Ctrl-O	Opens an existing VI.
Ctrl-W	Closes the VI.
Ctrl-S	Saves the VI.
Ctrl-Shift-S	Saves all open files.
Ctrl-P	Prints the window.
Ctrl-Q	Quits LabVIEW.

Basic Editing	
Ctrl-Z	Undoes last action.
Ctrl-Shift-Z	Redoes last action.
Ctrl-X	Cuts selected objects.
Ctrl-C	Copies selected objects.
Ctrl-V	Pastes last cut or copied objects.

Help	
Ctrl-H	Displays the Context Help window. (macOS) Press the <Command-Shift-H> keys.
Ctrl-Shift-L	Locks the Context Help window.
Ctrl-? or <F1>	Displays the LabVIEW Help .

Tools and Palettes	
Ctrl	Switches to next most useful tool.
Shift	Switches to Positioning tool.
Ctrl-Shift over open space	Switches to Scrolling tool.
Spacebar	Toggles between two most common tools if automatic tool selection is disabled .
Shift-Tab	Enables automatic tool selection.
Tab	Cycles through four most common tools if you disabled automatic tool selection by clicking the Automatic Tool Selection button. Otherwise, enables automatic tool selection.
Arrow keys	Navigates temporary Controls and Functions palettes.
Enter	Navigates into a temporary palette.
Esc	Navigates out of a temporary palette.
Shift-right-click	Displays a temporary version of the Tools palette at the location of the cursor.

SubVIs	
Double-click subVI	Displays the subVI front panel .
Ctrl-double-click subVI	Displays the subVI block diagram and front panel .
Drag VI icon to block diagram	Places that VI as a subVI on the block diagram.
Shift-drag VI icon to block diagram	Places that VI as a subVI on the block diagram with constants wired for controls that have non-default values.
Ctrl-right-click block diagram and select VI from palette	Opens the front panel of that VI.

Execution	
Ctrl-R	Runs the VI .
Ctrl-.	Stops the VI, when used while VI is running.
Ctrl-M	Changes to run or edit mode.
Ctrl-Run button	Recompiles the current VI.
Ctrl-Shift-Run button	Recompiles all VIs in memory.
Ctrl-Down arrow	Moves key focus inside an array or cluster, when used while VI is running.
Ctrl-Up arrow	Moves key focus outside an array or cluster, when used while VI is running.
Tab	Navigates the controls or indicators according to tabbing order , when used while VI is running.
Shift-Tab	Navigates backward through the controls or indicators, when used while VI is running.

Wiring	
Ctrl-B	Deletes all broken wires in a VI. If you select a structure or area of the block diagram with broken wires, this shortcut deletes the broken wires in only the selected area.
Esc, right-click, or click terminal	While wiring, cancels a wire you started.
Single-click wire	Selects one segment.

Double-click wire	Selects a branch.
Triple-click wire	Selects the entire wire.
A	While wiring, temporarily disables automatic wire routing.
W	While wiring, toggles automatic wire connectivity when an object moving in and out of a structure is connected to an object in the structure
Double-click	While wiring, tacks down wire without connecting it.
Spacebar	While wiring, switches the direction of a wire between horizontal and vertical.
Spacebar	While moving objects, toggles automatic wiring .
Shift-click	Undoes last point where you set a wire.
Ctrl-click input on function with two inputs	Switches the two input wires.

Text	
Double-click	Selects a single word in a string.
Triple-click	Selects an entire string.
Ctrl-Right arrow	Moves forward in string by one word when using text that has characters that use single bytes, such as Western character sets. Moves forward in string by one character when using text that has characters that use multiple bytes, such as Asian character sets.
Ctrl-Left arrow	Moves backward in string by one word when using text that has characters that use single bytes, such as Western character sets. Moves backward in string by one character when using text that has characters that use multiple bytes, such as Asian character sets.
Home	Moves to the beginning of the current line in a string.
End	Moves to the end of the current line in a string.
Ctrl-Home	Moves to the beginning of the entire string.
Ctrl-End	Moves to the end of the entire string.
Shift-Enter	Adds new items when entering items in enumerated type controls and constants, ring controls and constants, or Case structures. In string constants , press the <Shift-Enter> keys on the keyboard to disable autosizing if it is enabled. If autosizing is disabled, press the <Shift-Enter> keys on the keyboard to display a scroll bar in the constant.
Ctrl-Shift-Enter	Duplicates the visible subdiagram of a Case structure when editing the text of the case selector label.
Esc	Cancels current edit in a string.
Ctrl-Enter	Ends text entry.
Ctrl=	Increases the current font size.
Ctrl-	Decreases the current font size.
Ctrl-0	Displays the Font Style dialog box.
Ctrl-1	Changes to the Application font in the Font Style dialog box.
Ctrl-2	Changes to the System font in the Font Style dialog box.
Ctrl-3	Changes to the Dialog font in the Font Style dialog box.
Ctrl-4	Changes to the current font in the Font Style dialog box.
Ctrl-B	Bolds text.
Ctrl-I	Italicizes text.
Ctrl-U	Underlines text.

Note : The <Ctrl> key in these shortcuts corresponds to the (macOS) <Option> or <Command> key or to the (Linux)<Alt> key.

QUICK DROP BLOCK DIAGRAM SHORTCUTS

-inf	Negative Infinity		ea	Empty Array?		neq	Not Equal?		u8	To Unsigned Byte Integer
1dg	One Button Dialog		eath	Empty Path Constant		neqz	Not Equal To 0?		ubn	Unbundle By Name
2as	Matrix Size		ec	Error Cluster Constant		nes	In Place Element Structure		vae	Or Array Elements
2dg	Two Button Dialog		ecf	Error Cluster From Error Code.vi		nq	Enqueue Element		vc	Variant Constant
3dg	Three Button Dialog		eq	Equal?		nt	Not		vg	Bookmark - VI Analyzer Ignore
aae	Add Array Elements		eqz	Equal To 0?		nv	Invoke Node		vr	Open VI Reference
ac	Array Constant		er	Error Ring		qr	Quotient & Remainder		vsr	VI Server Reference
ad1	Increment		erg	Merge Errors		ra	Reverse 1D Array		vtd	Variant To Data
as	Array Size		ess	Less?		ras	Replace Array Subset		wat	Wait (ms)
asb	Array Subset		esseq	Less Or Equal?		rbf	Read from Binary File		wbf	Write to Binary File
atch	Match Pattern		esseqz	Less Or Equal To 0?		rc	Bookmark – Todo		wc	Waveform Constant
athc	Path Constant		essz	Less Than 0?		m	Property Node		ws	While Loop
ats	Array To Spreadsheet String		estr	Empty String/Path?		mdd	Round Toward -Infinity		wtf	Write to Text File
avg	Mean [NI_AALBase.lvlib]		estrc	Empty String Constant		rdu	Round Toward +Infinity		x	Multiply
ba	Build Array		evstr	Event Structure		rtf	Read from Text File		xae	Multiply Array Elements
bath	Build Path		ext	To Extended Precision Float		s1d	Search 1D Array			
bbn	Bundle By Name		fb	Feedback Node		sath	Strip Path			
car	Compound Arithmetic		fc	False Constant		sav	Select a VI...			
cbc	Color Box Constant		fca	First Call?		sb	Subtract		ac	Array
cbr	Call By Reference		fs	For Loop		sc	String Constant		athc	File Path Control
cc	Cluster Constant		fss	Flat Sequence Structure		se	Select		athn	File Path Indicator
ccat	Concatenate Strings		fstr	Format Into String		seng	String Length		bc	Push Button
cds	Conditional Disable Structure		fxp	To Fixed-Point		serr	Simple Error Handler		bn	Round LED
cerr	Clear Errors		geq	Greater Or Equal?		sgl	To Single Precision Float		cb	Framed Color Box
cf	Close File		geqz	Greater Or Equal To 0?		sqr	Square Root		cc	Cluster
cmd	System Exec		gr	Greater?		srt	Sort 1D Array		cr	Control Refnum
cr	Close Reference		grz	Greater Than 0?		sss	Search/Split String		en	Enum
crf	Open/Create/Replace File		i16	To Word Integer		sta	Spreadsheet String To Array		erc	Error In 3D.ctf
cs	Case Structure		i32	To Long Integer		svr	Static VI Reference		ern	Error Out 3D.ctf
csc	Class Specifier Constant		i64	To Quad Integer		tc	True Constant		nc	Numeric Control
cv	Current VI's Path		i8	To Byte Integer		tcase	To Lower Case		nn	Numeric Indicator
dbl	To Double Precision Float		inf	Positive Infinity		tct	Tick Count (ms)		sac	Select a Control...
dc	DBL Numeric Constant		mod	Quotient & Remainder		tra	Transpose 2D Array		sc	String Control
dds	Diagram Disable Structure		na	Initialize Array		tsc	To More Specific Class		sn	String Indicator
dec	Decrement		nae	And Array Elements		tvar	To Variant		vr	VI Refnum
dfa	Delete From Array		nan	Not A Number/Path/Refnum?		u16	To Unsigned Word Integer		wc	Waveform Chart
dq	Dequeue Element		nc	Numeric Constant		u32	To Unsigned Long Integer		wg	Waveform Graph
dv	Divide		ndx	Index Array		u64	To Unsigned Quad Integer		xg	XY Graph

Quick Drop Front Panel Shortcuts

QUICK DROP CTRL-KEY SHORTCUTS

Shortcut	Function	Description
Ctrl+1	Insert In-Place Element structure	Inserts In-Place Element structures (IPes) onto selected wires / wire branches. It adds wire-data-type dependant border nodes
Ctrl+2	Rotate Scrollbars	Show/Hide Scrollbars of the front panel
Ctrl+3	Magic Fairy Delay	Inserts a wait millisecond delay into selected error wires.
Ctrl+4	Enable Subdiagram	Enables the visible frame of the diagram disable structure.
Ctrl+a	Align	Aligns selected items to the right, left, top or bottom or by horizontal or vertical centers by pressing r, l, t, b, h or v.
Ctrl+b	VI Server Rename *	Changes the VI Server class of the selected property node(s), invoke node(s), and/or Class Specifier Constants, to the class typed in the Quick Drop window. If [Shift] is also pressed, changes the property/method of the selected property node(s)/invoke node(s), respectively, to the property/method name typed in the Quick Drop window.
Ctrl+c	Create Menu Options	Allows you to perform all the options in the right-click > Create... menu with your keyboard. You can perform these operations with one or more objects selected. Supported options: local, reference, property, invoke, control, indicator, constant Note: there are a number of "shorthand" commands recognized for each object type. For example, you could type ct instead of control. View the diagram of the plugin VI to see all supported shorthand commands (or add your own).
Ctrl+d	Wire All Terminals *	Creates controls and indicators for all unwired inputs and outputs of the selected block diagram object(s). If 'shift' is also pressed, creates constants for all unwired inputs of the selected block diagram object(s).
Ctrl+e	Show VI's in folder	Shows the VI in Windows Explorer and highlights the file.
Ctrl+f	Arrange VI Window *	When used on the front panel it arranges controls and indicators to be consistent with the connector pane arrangement and resizes/moves the front panel to a consistent top left location on the primary monitor. When used on the block diagram it scrolls the block diagram to a reasonable location relative to the top-most and/or left-most diagram object and resizes/moves the block diagram to a consistent top left location on the primary monitor.
Ctrl+g	Open Class	Opens the corresponding class when selecting a class wire, terminal, constant or control.
Ctrl+i	InsertwithClipboard	Same as default Insert but also works on the clipboard. If nothing is entered in the quickdrop window the object that is on the clipboard is inserted.
Ctrl+k	Set Text Icon *	Assigns a text-based icon to the VI based on its file name. (Default in LabVIEW 2020SP1 and higher)
Ctrl+l	Label Wires	Creates a label for a selected wire. Label format is >> LABEL >> where "LABEL" is replaced with text typed in Quick Drop Menu before running WiresLabels QD shortcut. If shortcut is running without specified custom label then it uses default text which is "LABEL". Labels are in color corresponding to selected wire.
Ctrl+m	Numeric Representation	Set the Numeric Representation of individual or multiple Block Diagram and/or Front Panels elements
Ctrl+n	Nattify	Nattification is the process by which a VI is modified to have the most sensible aesthetics and user-configurable options applied. This means non-terminal view on icons, left-justified subdiagram labels, autogrow disabled on all structures, etc.
Ctrl+o	Reset Origin *	Resets the origin for all panes or the block diagram.
Ctrl+p	ReplacewithClipboard	Same as default Replace but also works on the clipboard. If nothing is entered in the quickdrop window the selected object is replaced with the one from the clipboard.
Ctrl+q	Format Numeric	Formats selected numeric controls, indicators and/or constants. The format descriptor must be entered in the Quick Drop window before activating this plugin.
Ctrl+r	Remove and Rewire *	Removes the selected block diagram object(s) and any wires and constants connected to the selected object(s), and connects wires of identical data types that were wired to the inputs and outputs of the deleted object(s).
Ctrl+s	SplitMan	Launches Splitter Manager UI
	Pane Relief	Shows all the panes and splitters on the current front panel in a convenient view. You can the select a pane or splitter from the view and then view and edit its commonly used properties (such as name, position, scrollbar visibility, color, etc...).
Ctrl+t	Move Labels *	Repositions the visible labels or captions of top-level front panel and block diagram objects to be consistent with the "Default label position" settings in Tools > Options. If [Shift] is also pressed, then all objects, including nested objects, are modified. If this shortcut is activated from the front panel, then controls and indicators are modified. If it is activated from the block diagram, then control and indicator terminals are modified. If panel or diagram objects were already selected when this shortcut is activated, only the selected objects that have visible labels or captions are modified.
Ctrl+u	User Interface Manager	Captures the current UI state, using the User Interface Manager API, into an XML file with the same name as the current VI and next to it. If you use the <Shift> while you use this QuickDrop shortcut the text typed in the QuickDrop ComboBox will be used as the captured state name.
Ctrl+v	Create via_ignore Bookmark	The purpose of this shortcut is to aid the user in creating these bookmarks.
Ctrl+w	Wire Multiple Objects Together *	Connects compatible terminals between multiple selected diagram objects. This shortcut will wire compatible data types between the objects in a left-to-right fashion. If [Shift] is also pressed, LabVIEW will perform a diagram cleanup of the selected objects after wiring them together.

SHORTCUT MENU PLUGINS

Edit Time Panel & Diagram Popup Menus

Function	Description
Add SubVI Description	Replaces the existing "Description and Tip..." right click option for SubVIs on the block diagram. This replacement allows the user to change the VI Description for the SubVI that shows up in the context help, and is located in the "Documentation" section of the "VI Properties" menu.
Benchmark this code	Quickly wraps a section of code in a flag sequence for timing purposes. It also tags that sequence so that it can be removed easily without damaging any other code.
Change Mechanical Action from Diagram	Right-click the terminal of a Boolean control and change the mechanical action of that Boolean
Change To Different LabVIEW Class	Right click on a LabVIEW class control, indicator, constant or FPTerminal (including array terminal). Adds a menu item for "Change LabVIEW Class..." which brings up a dialog to allow you to select a different class to replace the current one. The replace does NOT ever preserve data -- if you change from a child class to a parent class, the new control/constant will have the default and operate values of the parent class.
Copy Delimited Data	Copy the data from an array to the clipboard in tab-delimited format, making it easy to paste into a text editor or spreadsheet application.
Copy And Paste String	Copy json string data from or paste to any front panel control
Create Cluster Constant as Icon	This plugin adds a menu entry to create cluster constants directly in icon form. This is especially useful for large nested clusters that take a lot of space and deform your structures before you have a chance to convert them to icons.
Create Event	Adds a new Create > Event Case pull-right on controls and control terminals
Create in All Frames	Right-click on an unwired inside terminal of a tunnel on a case or event structure. Allows you to create a constant in every frame that is currently unwired. Vastly simplifies the data entry when you have to type in a different constant value in every frame.
Create IPES Border Node	Adds a new Replace with Border Node menu option to input tunnels on In Place Element Structures
Create Scalar Constant	Creates a scalar constant from a terminal or wire of array type. If the terminal is an unwired sink, this menu item also wires the new scalar constant to the unwired sink.
Create SubVI from Selected Wires	Select a set of wires. Pop up on those wires and select "Create SubVI from Selected Wires" to make a new subVI that has the inputs and outputs of the wire types.
Debugger Notepad	Add debug notes to the notepad and convert them into bookmarks
Find Events	Provide a way to find event frames associated with a given control or indicator.
Find Wire Source	Right-click on a wire and select this plug-in to do a zoom-highlight on the wire's source terminal. It will go upstream to find the nearest useful source terminal.
Free Label To Constant	Right-click on a diagram label and choose Change To Constant. The plug-in will do a best-fit match to change the label into a constant of the best type it can find. It checks numerics first (except complex), then Boolean, then defaults to string. For Boolean, any capitalization of "TRUE" or "FALSE" or "T" or "F" will be converted.
Grow to n	This shortcut menu plugin allows the expansion of (multiple) growable nodes to a specific size using a dialog box. It can be applied to the following nodes: bundle-type nodes (build array, merge errors...), unbundle-type nodes (decimate array...), index array. If several nodes are selected, it applies the same number of elements to all of them.
Insert BName	Allows to insert bundler with selected data into cluster or object wire
Insert Build Array	When you have a broken wire that is a scalar connected to an array of the scalar's type, this menu item lets you quickly insert a Build Array node. This plugin does not work with multi-select. This plug-in addresses a bug in LabVIEW. There is a built-in menu item for "Insert Build Array" on such broken wires, but it appears inconsistently. The popup menu item appears consistently in all cases where it applies.
LabVIEW Class And Cluster Wire Insert IPE	Inserts an In-Place Elements structure on a wire of class or cluster type. The item is only available on class wires when on the block diagram of a class member VI (since only member VIs can unbundle the class data).
Multi-select Change Local Direction	Right-click options for multi-selected Local variables to change all to read or all to write. Just like the 'Change To Read' and 'Change To Write' options that are already on a single local, but for multi-select. If they're all set to the same direction, then that direction is grayed out in the menu. If there is a mix, both options are available
Open Class Wire	Select a class wire or subvi terminal to open the class
Open Message Handler	Adds the option to quickly open the block diagram of the called VI from an Actor Framework Message's "Do.vi" by right-clicking on its respective "Send ... Msg".
Open Typedef from Wire	Adds an Open Typedef menu option to wires
Popout Breakpoint Menus	It will reposition all of the Breakpoint menu items to be top-level menu items instead of being in a pull-right menu.
Popout Create Menus	It will add three menu items right at the top of the popup menu for creating indicators, controls and constants. These are the same as the built-in menu items (which is why their text is the same text instead of adding the word "Create" before them).
Probe Compound Arithmetic Inputs	Generate probes on all the Compound Arithmetic input wires

Property node to Invoke node	Replaces a property node with an invoke node, or an invoke node with a property node. It now supports replacing of multiple nodes too.
Remove benchmark structure	Removes the benchmark sequence
Remove Coercion Dots	This plug in assists with removing coercion dots from you block diagram. It adds the option 'Insert Conversion Function' when you right click a wire or a selection that includes wires that has at least one destination terminals with a coercion dot. When activated it inserts the appropriated conversion function(s) based on the terminals with the coercion dot.
Remove unused terminals	Allows user to right-click on Bundle nodes and Property nodes to remove unused terminals.
Select property	When you right click a property in a property node, you will see a Select Property option in the menu. Clicking this will bring up a dialog with a list of supported properties. You can then type in that window to find the property you want. The results are shown in the list. You can use the up and down arrows to move through the list. Pressing the Enter key will change the property into the one highlighted in the list. You can also double click a line in the list to select it.
Set Current Event to Value Change	Adds a new Set Current Event to Value Change pull-right on a control terminal inside an Event Structure
Setup Splitters and Panes	This right click plugin, allows you to right click on any splitter, and open a panel to view and edit (all VI server editable properties) from a nice simple user interface, instead having to traverse in and out of splitter and pane property settings that are slow to view and edit. In this you can set the names of aoll your splitters and panes, and set the minimum widths and scroll bar settings. All of this is editable and can be changed on the fly from the popup panel and closed anytime. Any edits are immediately applied to the VI through VI server and reflected in the table to show the properties.
Text Properties	Quickly change free label font properties.
Wire Multiple Items to Bundler	This plugin adds to the Create menu when controls, constants, wires and nodes are selected. The new options will wire the selected objects to a Bundle, Build Array or Concatenate Strings, depending upon the objects' types. There are menu items that use all source terminals of the selected objects as well as those that only use currently unwired terminals.

Run-Time Popup Menus

Function	Description
Debugger Notepad	Add debug notes while running
Popout Breakpoint Menus	It will reposition all of the Breakpoint menu items to be top-level menu items instead of being in a pull-right menu.
Probe Compound Arithmetic Inputs	Generate probes on all the Compound Arithmetic input wires

LABVIEW SHORTCUT USEFUL LINKS

LabVIEW 2018 Help - Keyboard Shortcuts	LabVIEW 2018 Help - Keyboard Shortcuts
LabVIEW Wiki – Keyboard Shortcuts	LabVIEW Wiki – Keyboard Shortcuts
LabVIEW Wiki – Keyboard Shortcuts	http://bit.ly/lvquickdropenthusiasts
LabVIEW Shortcut Menu Plug-Ins Forum	http://bit.ly/lvshortcutmenuplugins
I Find Your Lack of LabVIEW Programming Speed Disturbing	http://bit.ly/labviewspeed
An End to Brainless LabVIEW Programming	http://bit.ly/brainlesslabview
Don't Wait for LabVIEW RD, Implement Your Own LabVIEW Features	http://bit.ly/dnattlvhooks
Hidden Gems	http://www.ni.com/hiddengems
Developing Plugin Tools: Take Your Frustrations Away	https://youtu.be/RJ7FHzlu68