

WIR SCHAFFEN WISSEN – HEUTE FÜR MORGEN



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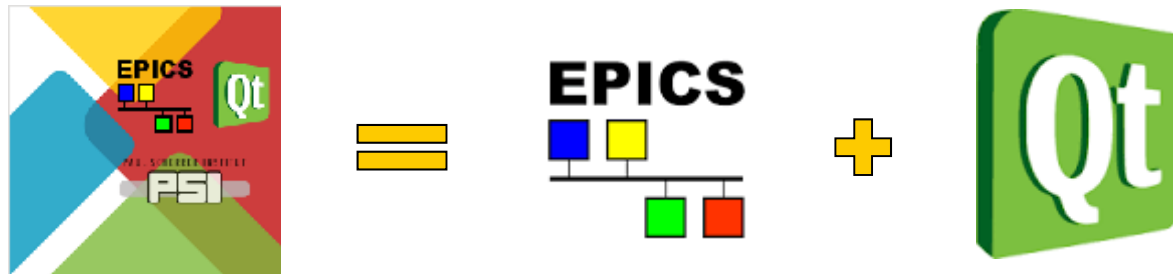
## caQtDM: PSI's display manager

caQtDM presentation, APS, Argonne, USA, June 2018

# Outline of the presentation

- ❑ caQtDM: PSI's new display manager, Version 4.2.1 (already presented in Lundt, Sweden)
  - ❑ Multiplatform capability
  - ❑ A new world for .ui file loading using the web
  - ❑ Multiple control system support through plugins
  - ❑ Easy integration of new widgets using the cs interface
  - ❑ Some recent new features
- ❑ Signals and Slots for various interactions
- ❑ Howto's (things that are not just obvious or that you are aware of)
- ❑ Conclusion

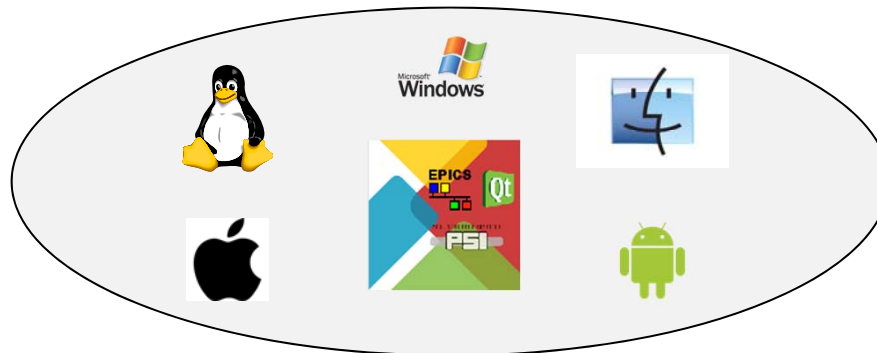
- ❑ caQtDM is an EPICS display manager written in C++ and uses Qt as graphical user interface:



- ❑ caQtDM is PSI's actual successor of MEDM and follows its philosophy regarding widget functionality. (MEDM manual is still a good reference to begin with)
- ❑ caQtDM has been developed as a modern display tool (C++, Qt, plugins)
- ❑ caQtDM has now many new features, that makes it very versatile (multiplatform, multi-CS, easy integration of new widgets, web support, parallelization of camera data conversion)
- ❑ caQtDM is very reactive to its users (bug fixes and features)

## Multiplatform capability:

caQtDM runs on Linux's, MS windows, Mac OS X, iOS and Android. In principle on any platform where you find Qt and EPICS.



- ❑ caQtDM has been tested with Qt4.8 to Qt5.8 with preferentially Qwt6.1.1 (multithreading support) and EPICS 3.14.12 (some users already build caQtDM with EPICS 3.15, 3.16 and 7.0)
- ❑ caQtDM will use the local file system when not specified otherwise (for using a web server use option `-http`)
- ❑ caQtDM will need on IOS or Android a WEB server in order to get its description files (.ui). caQtDM will then come then with its start settings display.

## caQtDM: a new world for ui file loading using the web

- ❑ Standard usage is loading a local file: caQtDM [options] filename
- ❑ More and more files are located at a web server and versioning becomes important, caQtDM has to account for this new way of life:
  - Actually that is just the way caQtDM is implemented on our handheld devices like tablets and phones.
  - Therefore a natural extension using `-httpconfig` command line option

### file based:

- nfs/smb
- local environment
- command line needed



### http based:

- local view
- versioning
- encapsulated config/environment

## caQtDM: a new world for ui file loading using the web (implementation)

caQtDM has multiple ways to get files from a web server:

By using the option `-url` or the option `-httpconfig`.

Last option is default for handheld devices; caQtDM will popup with:

Start settings

Local ui/prc/graphic/config files

Number: 0    Reset configuration    Clear files    Messages: No

Choose your url where your config file is located

http://epics.web.psi.ch/software/caqtdm/qtDir

Choose your config file at the above url

Proscan\_MA85.config

Start

Qt-based Epics Display Manager Version V4.1.0 (28-04-2016)

## caQtDM: a new world for ui file loading using the web (implementation)

### What is then needed on the file server:

- A config file specified in the start settings (example: Proscan\_MA85.config)
- Following contents of config file:
  - EPICS\_CA\_MAX\_ARRAY\_BYTES 150000000
  - EPICS\_CA\_AUTO\_ADDR\_LIST NO
  - EPICS\_CA\_ADDR\_LIST hipa-cagw02.psi.ch
  - EPICS\_CA\_SERVER\_PORT 5062
  - CAQTDM\_LAUNCHFILE launcherhipa.ui
  - CAQTDM\_URL\_DISPLAY\_PATH <http://epics.web.psi.ch/software/caqtdm/qtDir/Hipa>
- Ui launchfile and other files in CAQTDM\_URL\_DISPLAY\_PATH

## Multiple control system support since version 3.9.4:

An effort was made to fully separate the display part from the data acquisition part by introducing a plugin scheme for the control system support:

- Easy integration of other systems (databases, control systems, any data source)
- Writing a plugin will not need new code in caQtDM and does not need a rebuild.



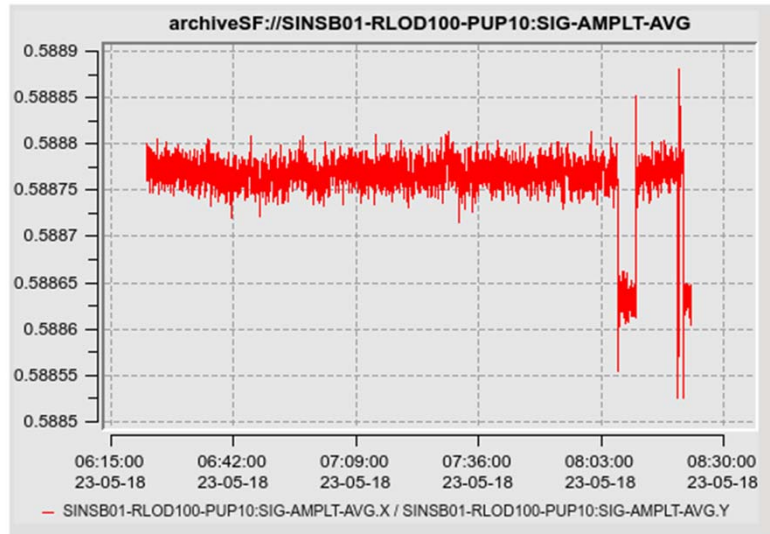
Actual plugins: [EPICS](#), [BSREAD](#) ( a beam synchronous data acquisition [using Ø MQ](#)), [EPICS4](#), channel access archive plugin and other more recent archive using https, a demo plugin as simple example.



## Example : use of archive data in caCartesian widget through the archive plugin

- ❑ Add in designer a channel as follows:
  - For http and https:  
archiveSF://channel.X;archiveSF://channel.Y
  - For channel access:  
archiveCA://channel.X; archiveCA://channel.Y
- ❑ Add in designer the following dynamic string properties:  
(when missing, plugin will use defaults)
  - secondsPast with value 3600 seconds
  - secondsUpdate with value 10 seconds
  - archiverIndex with value:  
https://data-api.psi.ch/sf/query for archiveSF  
/gfa/archiver-data/archive\_PRO\_ST/index for archiveCA
- ❑ To use at other labs using a webserver, one could modify the method «finishreply» in sfRetrieval.cpp

## Example : use of archive data in caCartesian widget through the archive plugin



- caCartesianPlot	
Title	archiveSF://SINSB01-RL0D100-PUP10:SIG-AMPLT-AVG
TitleX	
TitleY	
channelList_1	archiveSF://SINSB01-RL0D100-PUP10:SIG-AMPLT-AVG.X; archiveSF://SINSB01-RL0D100-PUP10:SIG-AMPLT-AVG.Y
channels_1	archiveSF://SINSB01-RL0D100-PUP10:SIG-AMPLT-AVG.X;archiveSF://SINSB01-RL0D100-PUP10:SIG-AMPLT-AVG.Y
Style_1	ThinLines
symbol_1	NoSymbol
color_1	■ [255, 0, 0] (255)

- Dynamic Properties	
secondsPast	7200
secondsUpdate	5
archiverIndex	<a href="https://data-api.psi.ch/sf/query">https://data-api.psi.ch/sf/query</a>
nrOfBins	5000

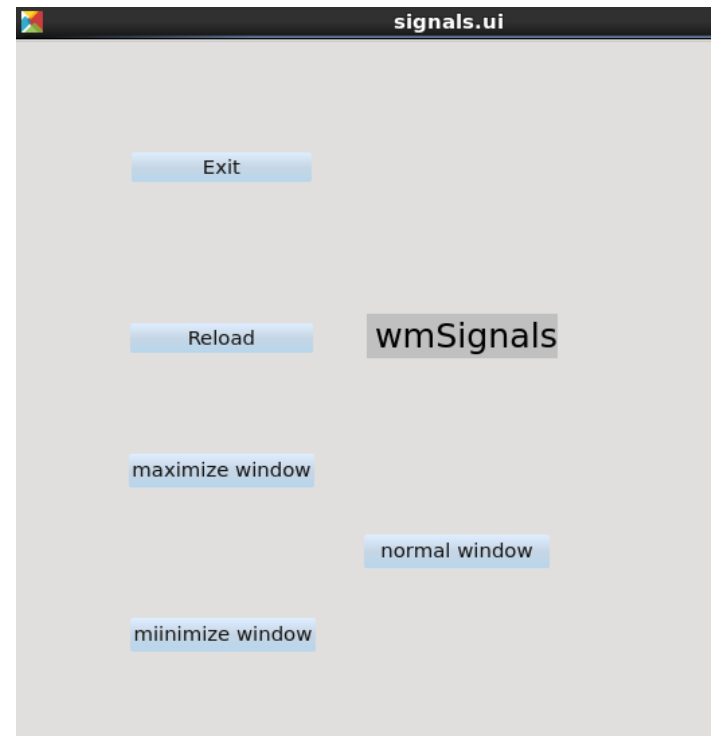
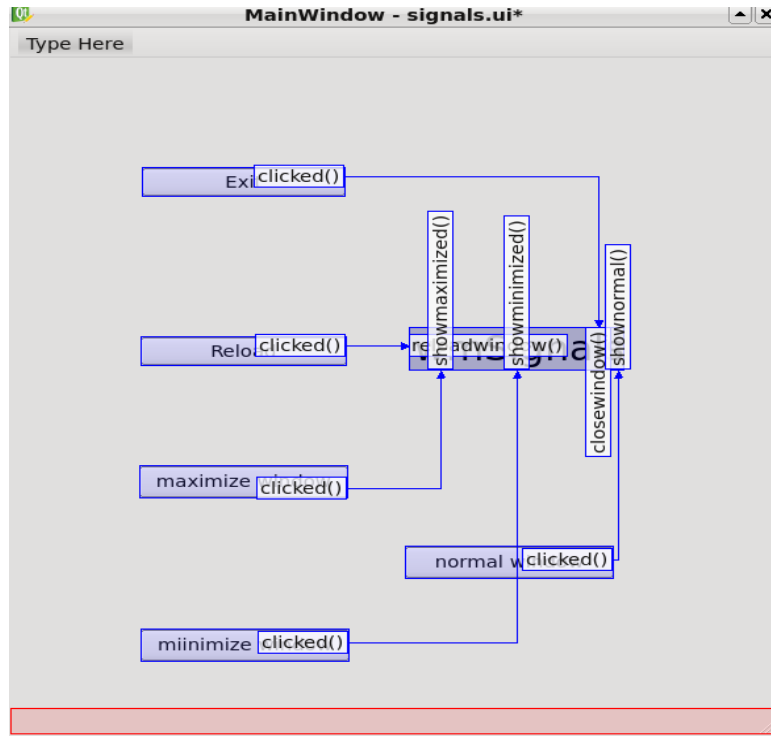
## Easy Integration of new widgets (get a look at caLineDraw.cpp)

- ❑ gives the possibility of an easy integration of widgets, the control system can be addressed from within a widget.
- ❑ The advantage is to give an user the possibility to integrate its own widget, avoiding that he has to dig into the main code.
  - Just populate the routines:
    - caActivate to start data acquisition
    - caDataUpdate to update the widget
    - getWidgetInfo and createContextMenu for context info
  - No write routine is implemented, but one could use signal and slots
- ❑ A simple demo widget has been integrated that can be used as template for new widgets: caLineDraw. This widget is almost equivalent to caLineEdit, but uses less CPU.

## Some recent new features: (detailed in howto's part)

- ❑ Piping gives the possibility to dynamically build ui files for display and pipe to caQtDM.
- ❑ caCamera uses now multicore parallelism of calculations for converting a waveform to an image and implements various camera formats: mono, rgb, Bayer, YUV with all possible waveform datatypes)
- ❑ Internal macro strings are defined; for example \$(CAQTDM\_INTERNAL\_UIPATH) can be used for specifying shell script execution relativ to a found ui file.
- ❑ Added possibility to close channels instead of suspending channels in invisible tabs (set environment variable CAQTDM\_OPTIMIZE\_EPICS3CONNECTIONS)
- ❑ Regex modification of macros
- ❑ More extensiv use of signals and slots:
  - maximize/minimize/close/reload window
  - transfer of values to other widgets
  - driving animations, hide and show widgets, positioning of widgets
  - set tabindex of tab widget

**Howto's** : Signals and slots; window interaction) : designer edit signals/slots



As well as ctrl+ and ctrl- for increasing and decreasing window size, ctrl+R for reload

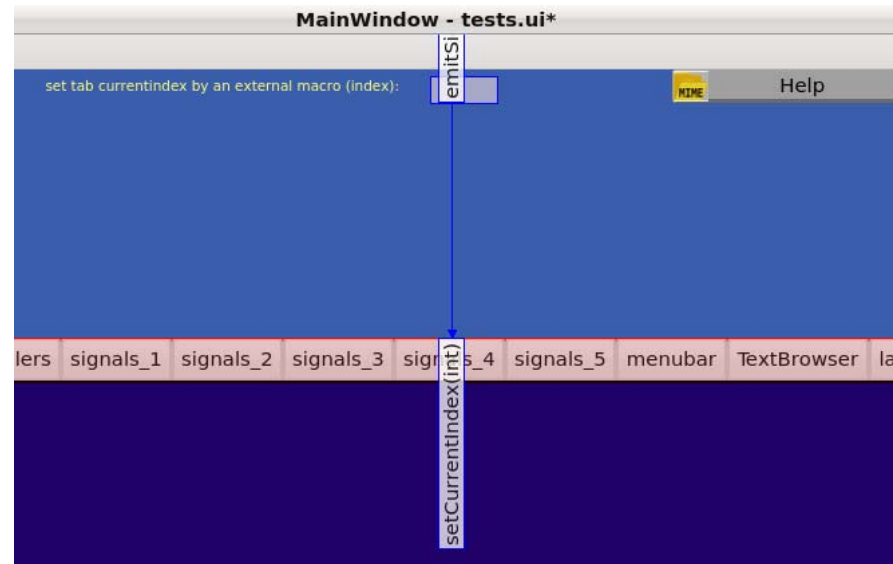
**Howto's** : Signals and slots; set index of QTabWidget/QStackedWidget

Example at startup

Use caCalc with calculation on first change

Property	Value
<b>caCalc</b>	
variable	tab
variableType	scalar
foreground	■ [0, 0, 0] (255)
background	■ [192, 192, 192] (255)
channelList	
channels	
calc	A=0?\$(index):0
channel	tab
channelB	
channelC	
channelD	
initialValue	0.000000
precision	0
eventSignal	onFirstChange

Define signal and slot from calc to tabwidget



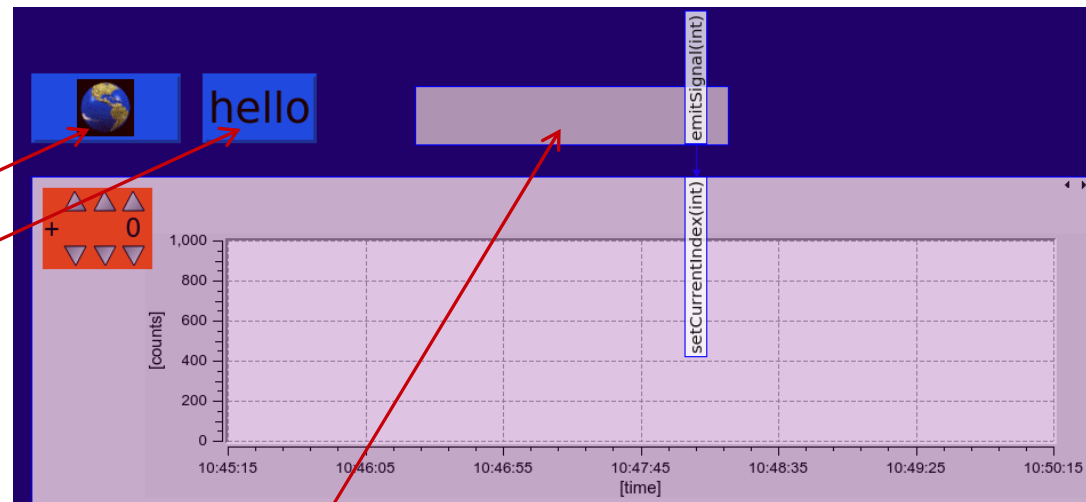
Example : start caQtDM with `-macro index=2`

## Howto's : Signals and slots; set index of QTabWidget/QStackedWidget

Example on variable or channel change

Property	Value
<b>caCalc</b>	
variable	one
variableType	scalar
foreground	[0, 0, 0] (255)
background	[192, 192, 192] (255)
channelList	
channels	
calc	
channel	
channelB	
channelC	
channelD	
initialValue	0.000000
precision	0
eventSignal	onAnyChange

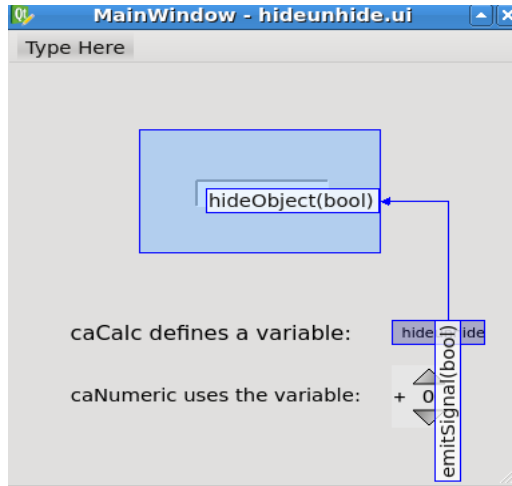
Define signal and slot from calc to tabwidget



caMessageButton writing value to variable/channel

caCalc emitting signal onAnyChange of value

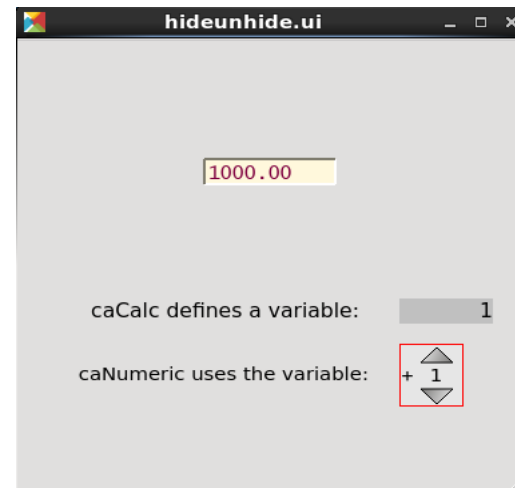
## Howto's : Signals and slots ; hide objects



unhidden

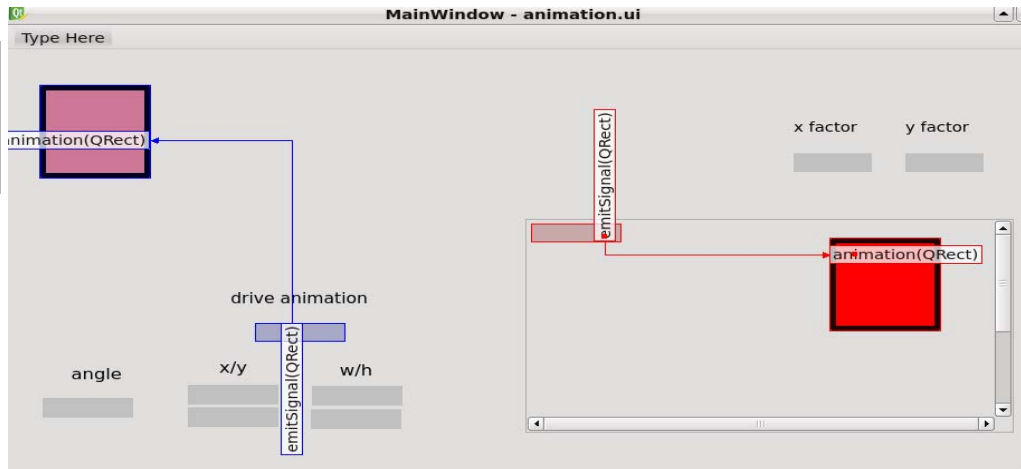


hidden

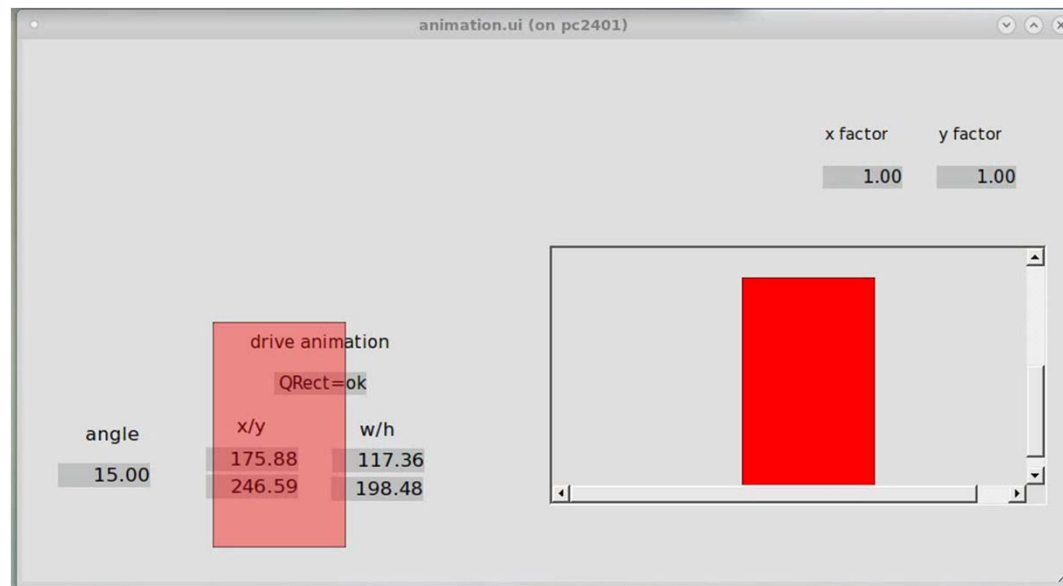




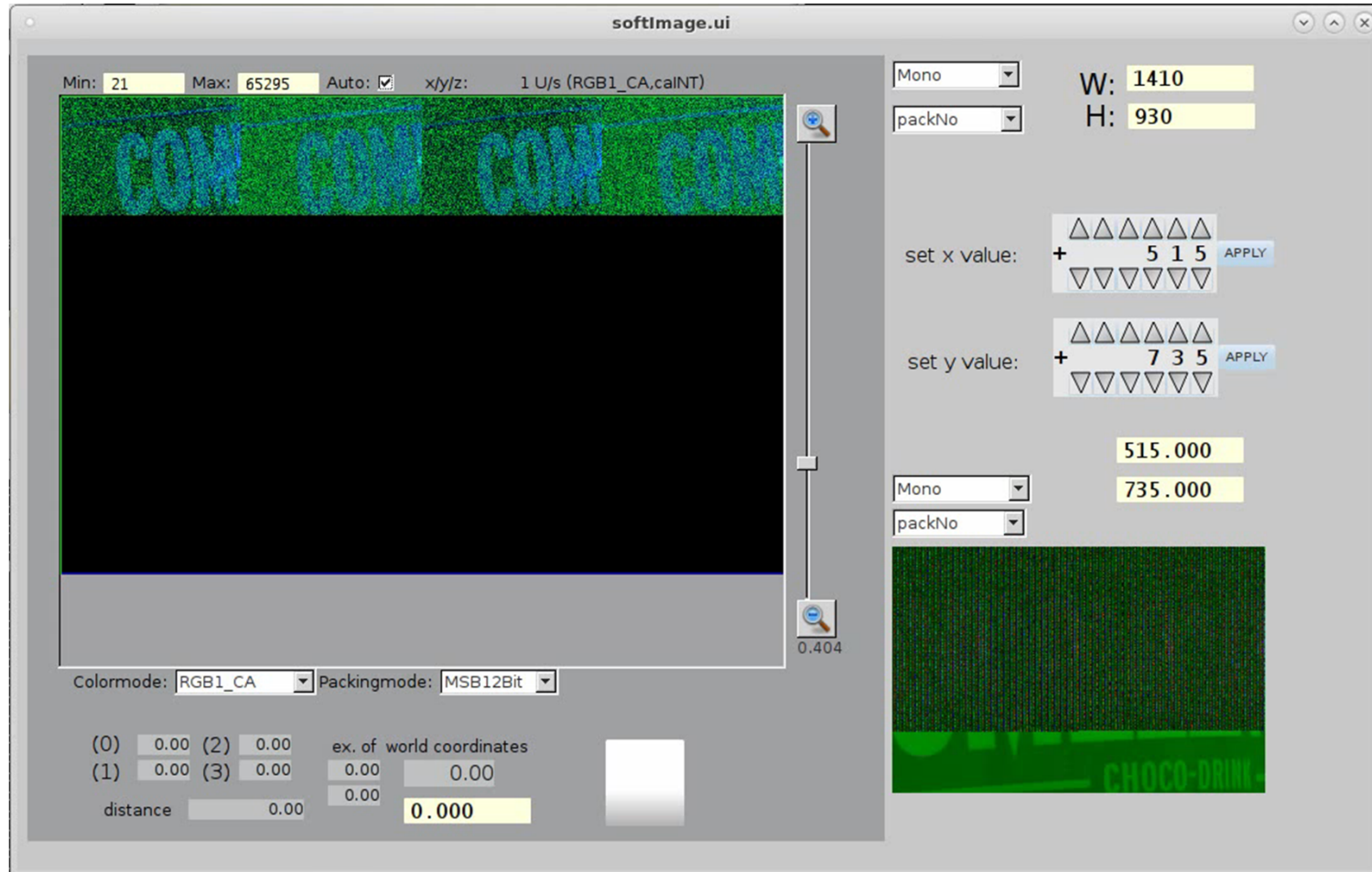
## Howto's: signal and slots; animate objects: (use special calc property %QRECT)



<b>variable</b>	QRectDrive
variableType	scalar
foreground	■ [0, 0, 0] (255)
background	■ [192, 192, 192] (255)
channelList	
channels	
<b>calc</b>	%QRect
<b>channel</b>	calcVariationX
<b>channelB</b>	calcVariationY
<b>channelC</b>	calcVariationWidth
<b>channelD</b>	calcVariationHeight
initialValue	0.000000
precision	2
<b>eventSignal</b>	onAnyChange



**Howto's:** signal and slots; camera widget, setting channels by cursor



## Howto's: signal and slots; camera widget, setting channels by cursor

The screenshot shows the caQtDM software interface with a signal and slot diagram overlaid. The diagram illustrates the following connections:

- `activated(QString)` (from a button) connects to `setDecodemodeStr(QString)` and `setPackingmodeStr(QString)`.
- `activated(QString)` (from a zoom control) connects to `UpdateDisplayedValue(double)`.
- `setDecodemodeStr(QString)` connects to `UpdateDisplayedValue(double)`.
- `setPackingmodeStr(QString)` connects to `UpdateDisplayedValue(double)`.
- `set x value:` (from a slider) connects to `UpdateDisplayedValue(double)`.
- `set y value:` (from a slider) connects to `UpdateDisplayedValue(double)`.
- `UpdateDisplayedValue(double)` (two instances) connects to `setPackingmodeStr(QString)` and `setDecodemodeStr(QString)`.
- `changeValue(double)` (from a text input) connects to `setDecodemodeStr(QString)`.
- `changeValue(double)` (from a text input) connects to `setPackingmodeStr(QString)`.

The property table on the right lists the following properties and values for the `caCamera` widget:

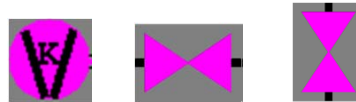
Property	Value
+ QObject	
+ QWidget	
- caCamera	
channelData	ACM:PICTURE
channelWidth	ACM:PICTURE:WIDTH
channelHeight	ACM:PICTURE:HEIGHT
simpleZoomedView	<input type="checkbox"/>
Zoom	Yes
automaticLevels	<input checked="" type="checkbox"/>
minLevel	800
maxLevel	4500
colorMode	RGB1_CA
colorModeOverwriteChannel	
packMode	MSB12Bit
packingModeOverwriteChannel	
showComboBoxes	<input checked="" type="checkbox"/>
ColorMap	as_is
- customColorMap	
- discreteCustomColorMap	<input type="checkbox"/>
- ROI_readChannelsList	FIGX; FIGY; FIGW; FIGH
- ROI_readChannels	FIGX;FIGY;FIGW;FIGH
ROI_readmarkerType	box_crosshairs
ROI_readType	xy_only
- ROI_writeChannelsList	FIGX; FIGY; FIGW; FIGH;
- ROI_writeChannels	FIGX;FIGY;FIGW;FIGH;
ROI_writemarkerType	box_crosshairs
ROI_writeType	xy_only
channelXaverage	
channelYaverage	

**Howto's:** animated gif against visibility:

One may overlap symbols and use visibility calc to show and hide according value; this is the usual medm way, however:

Using an animated gif and using a frame value is more efficient and easier to handle in the designer

Some vacuum symbols:



Some other symbols:

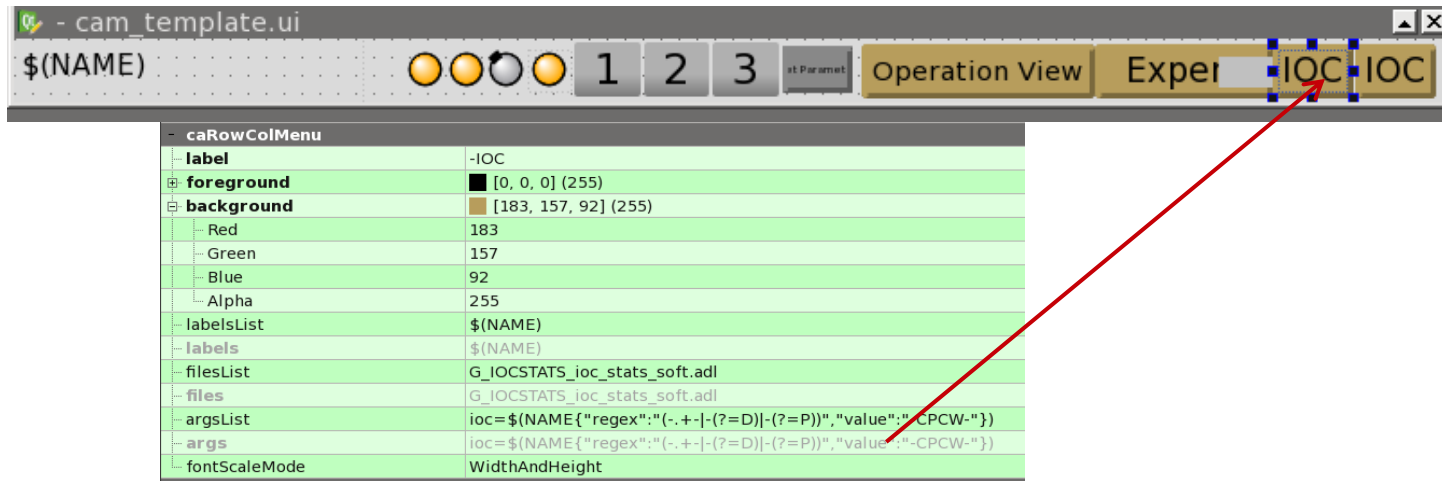


## Howto's: modify macro using regex substitution

Normal macro: IOC=\$(NAME)

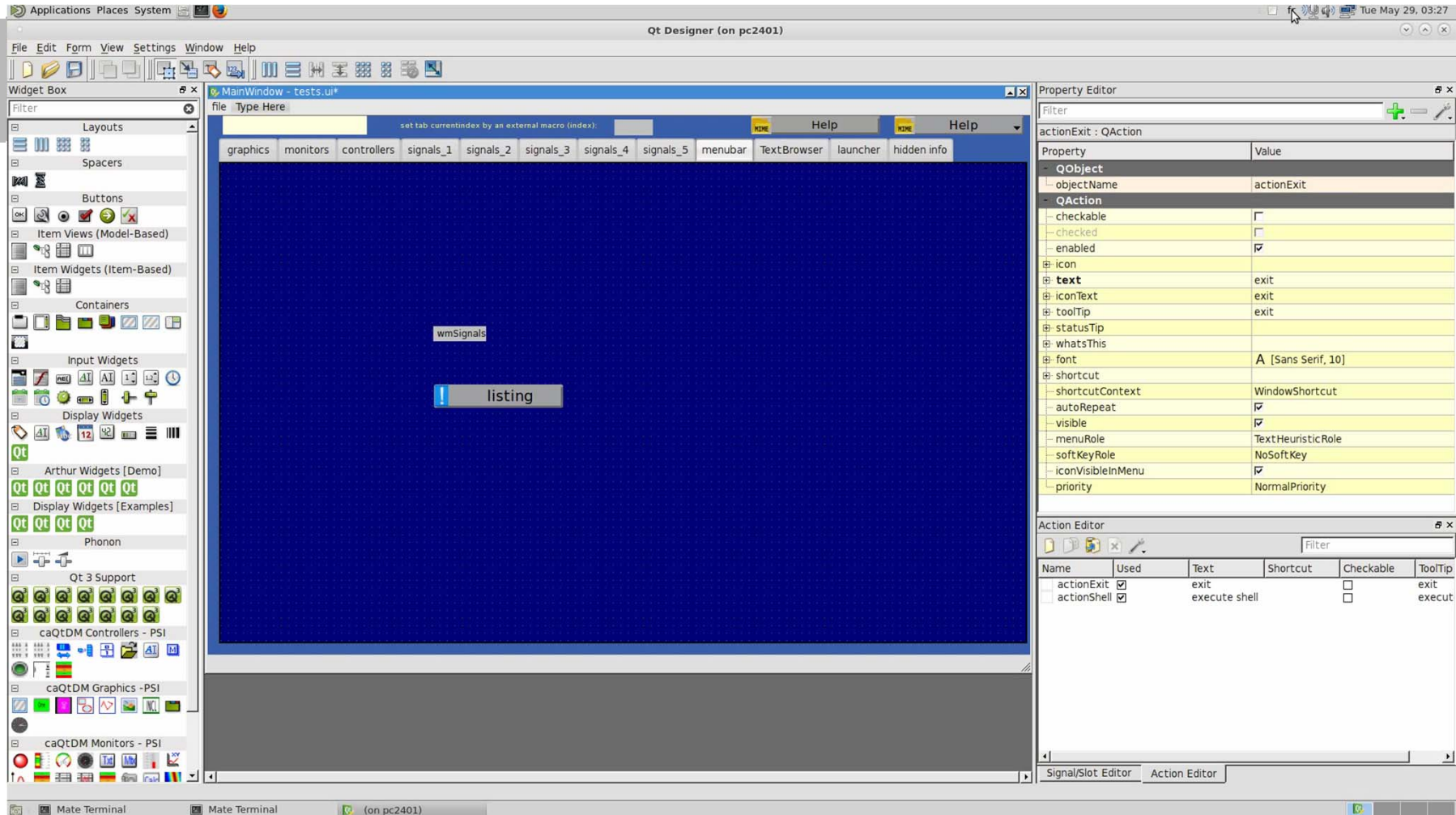
RegEx macro: IOC=\$(NAME{"regex":"(-.+|- (?=D))|-(?=P))", "value":"-CPCW-"})

SLG-LCAM-C061	=>	SLG-CPCW-C061
SARBD01-DSCR050	=>	SARBD01-CPCW-DSCR050
SARES10-PSS055	=>	SARES10-CPCW-PSS055

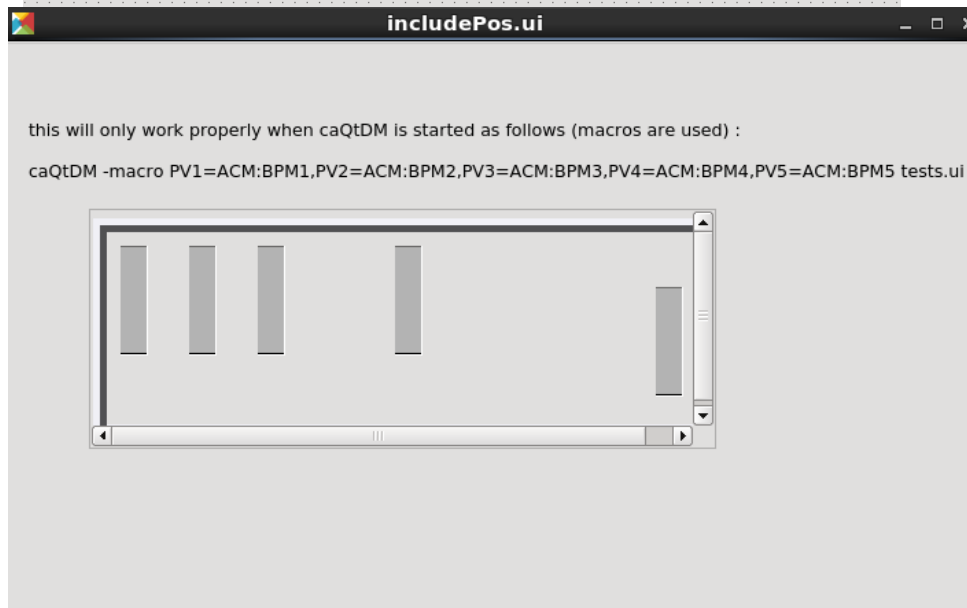
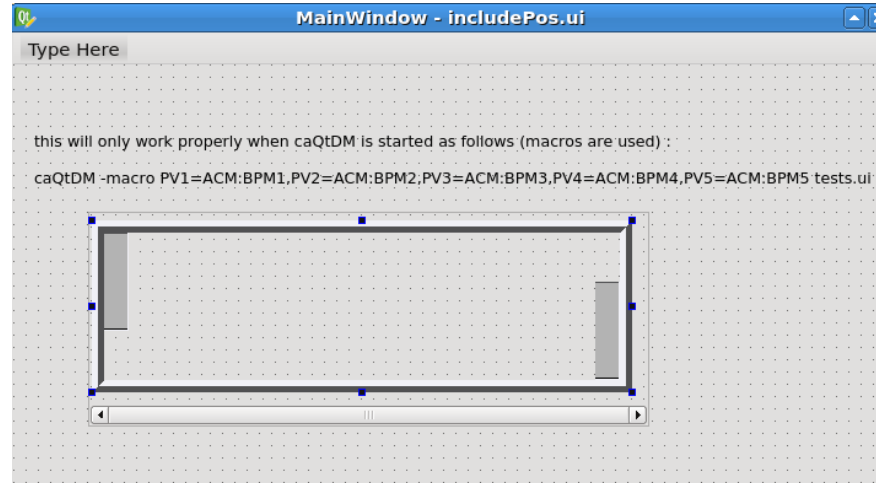


This method simplifies long macro lists by using names that can be generated through some simple rules and conventions.

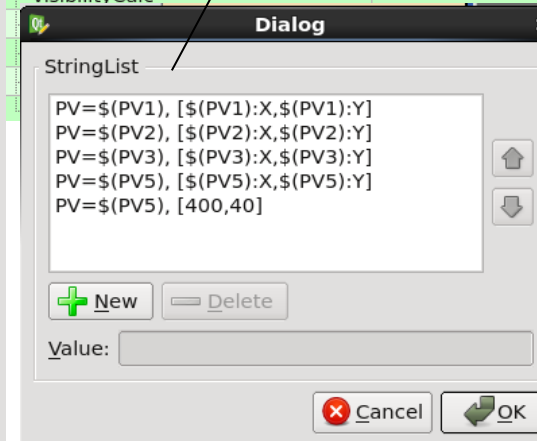
## Howto's: add a menu to a window (use actions and signals)



## Howto's: display with externally defined positions and channels in cainclude



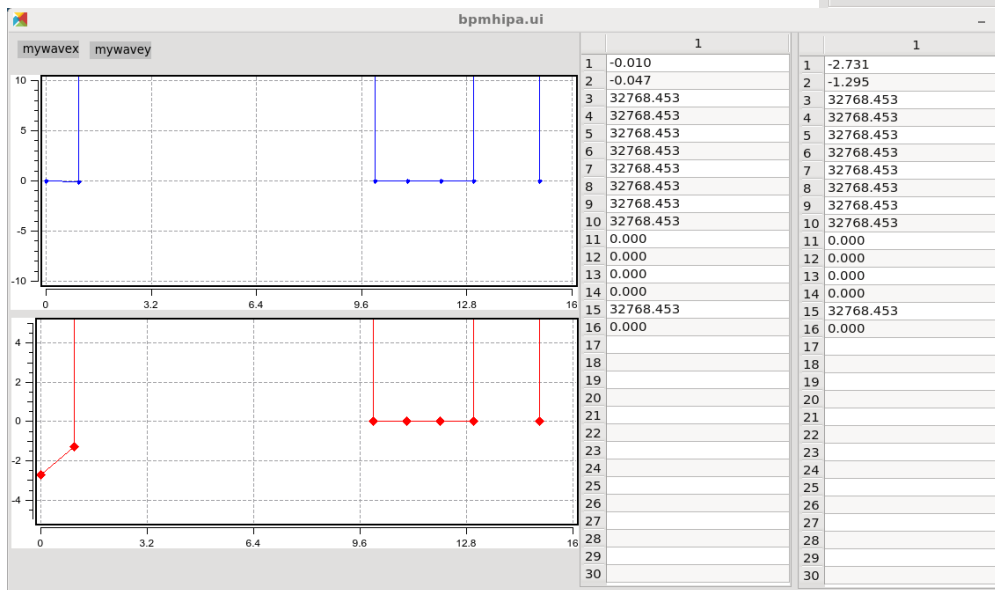
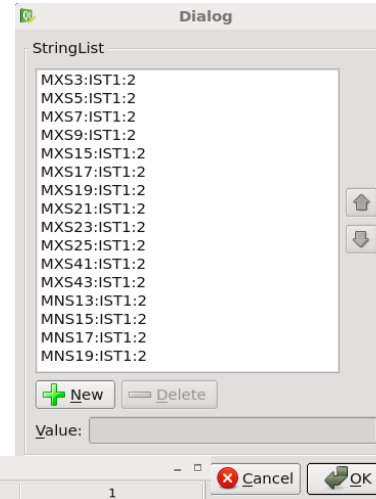
macroList	Change String List
macro	PV=\$(PV1), [\$(PV1):X,\$(PV1):Y,
xPositionsOrChannels	\$(PV1):X,\$(PV2):X,\$(PV...
yPositionsOrChannels	\$(PV1):Y,\$(PV2):Y,\$(PV...
xCorrectionFactor	1.000000
yCorrectionFactor	1.000000
filename	bpmisingle.ui
stacking	Positions
numberOfItems	5
maximumLines	1
maximumColumns	1
adjustSizeToContents	<input checked="" type="checkbox"/>
verticalSpacing	0
horizontalSpacing	0
frameShape	Box
frameShadow	Raised
frameLineWidth	5
frameColor	[160, 160, 164] (255)
visibility	StaticV
visibilityCalc	





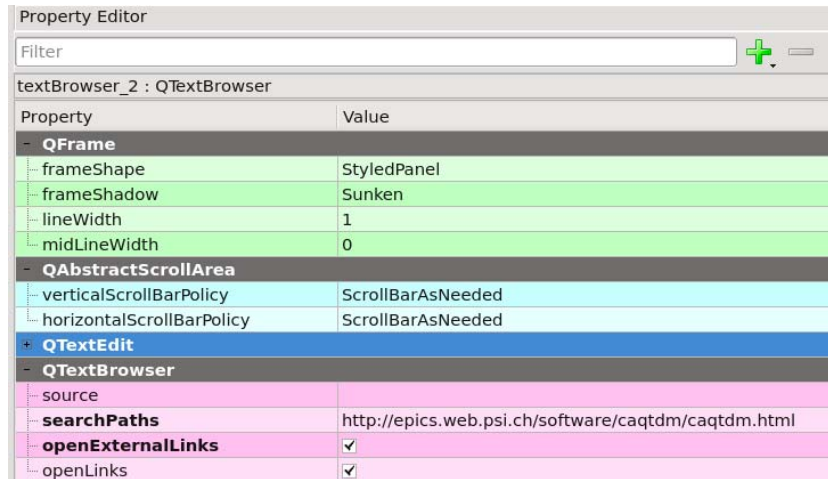
## Howto's: build and display a waveform from a multitude of channels

Property	Value
textInteractionFlags	LinksAccessibleByMouse
<b>- ESimpleLabel</b>	
botTopBorderWidth	2.000000
lateralBorderWidth	2.000000
fontScaleMode	WidthAndHeight
<b>- caCalc</b>	
variable	mywavex
variableType	vector
foreground	■ [0, 0, 0] (255)
background	■ [192, 192, 192] (255)
channelList	MXS3:IST1:2; MXS5:IST1:2; MXS7:IST1:2; MXS...
channels	MXS3:IST1:2;MXS5:IST1:2;MXS7:IST1:2;MXS9:...
calc	



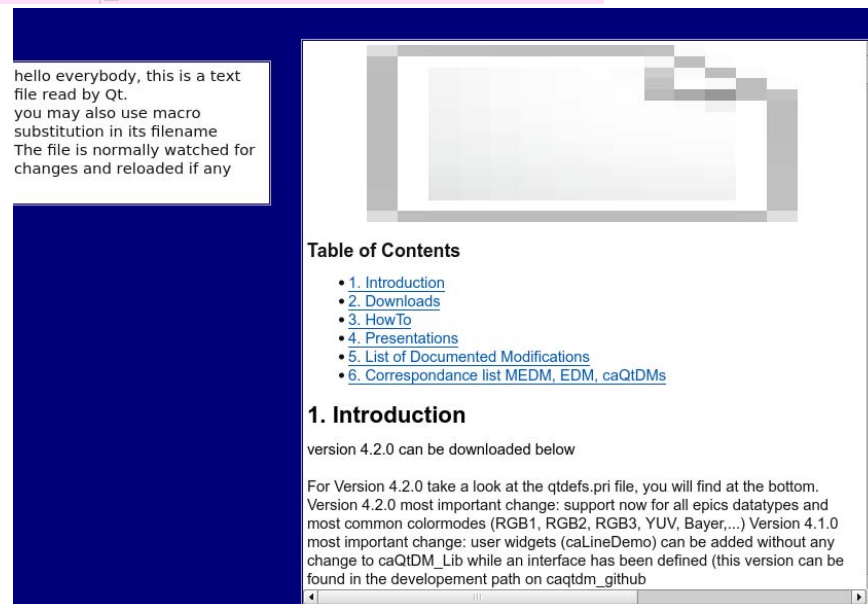


**Howto's:** QTextBrowser in caQtDM can also display a html file from a webserver



Filesystem filename;  
file will be watched  
for changes (however  
nfs ...)

Url; file will be  
copied at caQtDM  
startup to temporary  
cache



## Howto's: internal macro strings

```
CAQTDM_INTERNAL_UIPATH = /afs/psi.ch/user/m/mezger/workarea/ACS/mezger/caQtDM_Project/caQtDM_Tests/
CAQTDM_INTERNAL_STARTTIME = 10:21:06
CAQTDM_INTERNAL_STARTDATE = 29.05.2018
CAQTDM_INTERNAL_VERSION = V4.2.1_Development_2cf7b284
CAQTDM_INTERNAL_QTVERSION = 4.8.2
CAQTDM_INTERNAL_EXEPATH = /afs/psi.ch/user/m/mezger/workarea/ACS/mezger/caQtDM_Project/caQtDM_Binaries/
CAQTDM_INTERNAL_PID = 10672
CAQTDM_INTERNAL_HOSTNAME = pc2401
CAQTDM_INTERNAL_SCREENCOUNT = 2
CAQTDM_INTERNAL_DPI = 107
CAQTDM_INTERNAL_REFRESHRATE = $(CAQTDM_INTERNAL_REFRESHRATE)
CAQTDM_INTERNAL_DESKTOP_WIDTH = 4480
CAQTDM_INTERNAL_DESKTOP_HEIGHT = 1440
CAQTDM_INTERNAL_CA_ADDRLIST = hipa-cagw
CAQTDM_INTERNAL_BS_ADDRLIST =
CAQTDM_INTERNAL_BS_DISPATCHER =
```

`$(CAQTDM_INTERNAL_UIPATH)` can be used for specifying shell script execution relatif to the used ui file.

# caQtDM: PSI's new display manager, V4.2.1

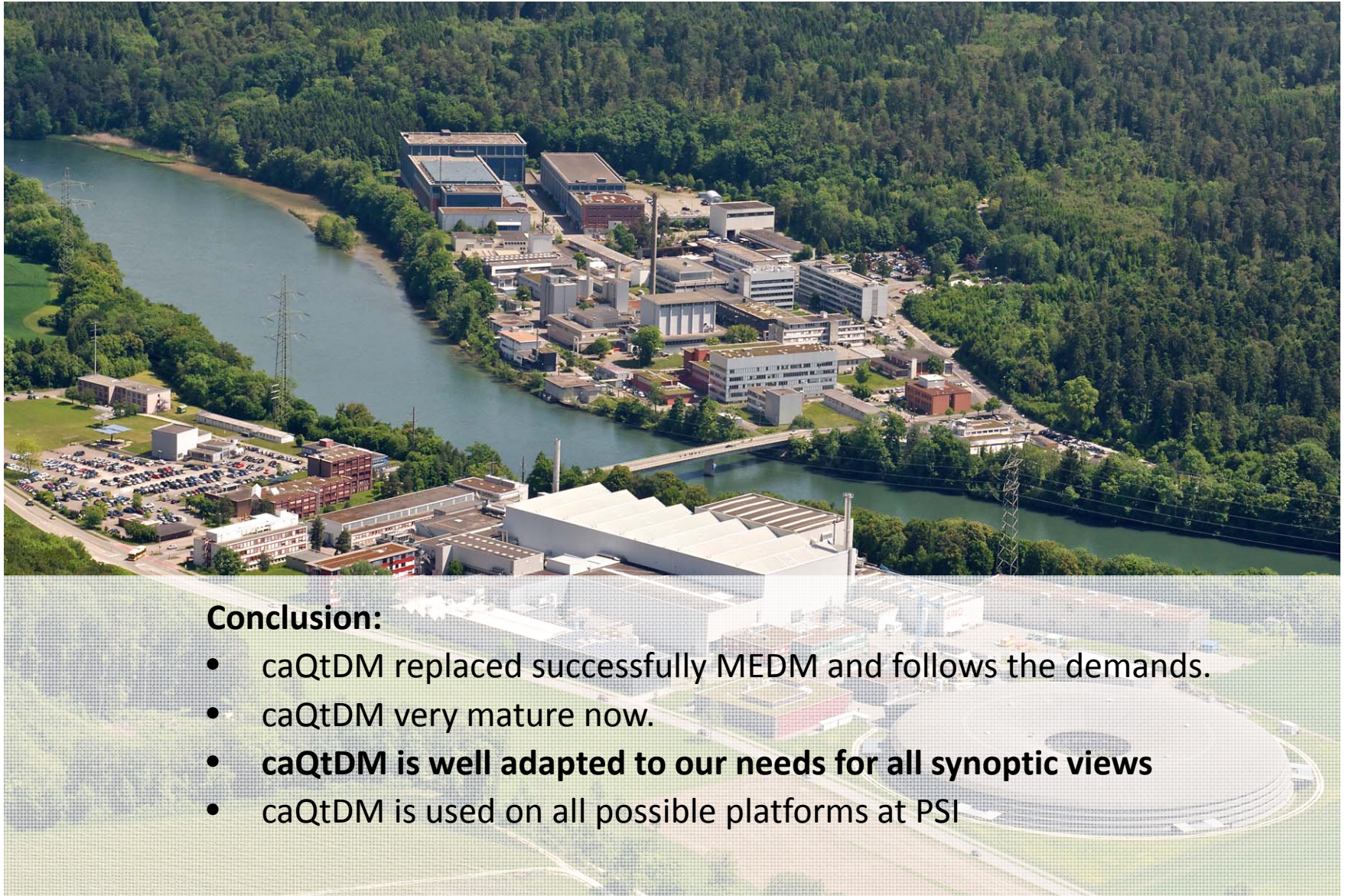
## Howto's:



Most of the examples shown here  
can be found in the file tests.ui !

(in GIT)





## Conclusion:

- caQtDM replaced successfully MEDM and follows the demands.
- caQtDM very mature now.
- **caQtDM is well adapted to our needs for all synoptic views**
- caQtDM is used on all possible platforms at PSI



## My thanks go to

- The authors of MEDM for their powerful application
- All contributors for their input and code
- All users for their suggestions and bug finding



 Thank you for your attention

and have a look at:

<http://epics.web.psi.ch/software/caqtdm/>

Downloads:



Linux: sources (you may also clone github/caqtdm or download a zip)



MS windows: binary installation package (msi)



Mac OS X: binary distribution package (dmg)



iOS : binary distribution package from apple store (iPad and iPhone)



Android : binary distribution package