

WIR SCHAFFEN WISSEN – HEUTE FÜR MORGEN

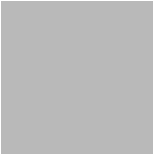


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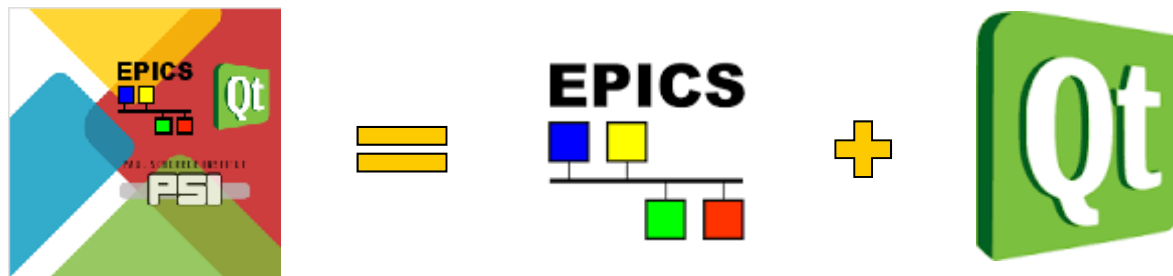
caQtDM: future use of a display manager

Spring 2016 EPICS Collaboration meeting, Lund, Sweden, May 2016

Outline of the presentation

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- ❑ caQtDM: PSI's new display manager, Version 4.1.0
 - ❑ 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
 - ❑ Latest features
 - ❑ To Do's
 - ❑ Statistics (Downloads)
 - ❑ Conclusion

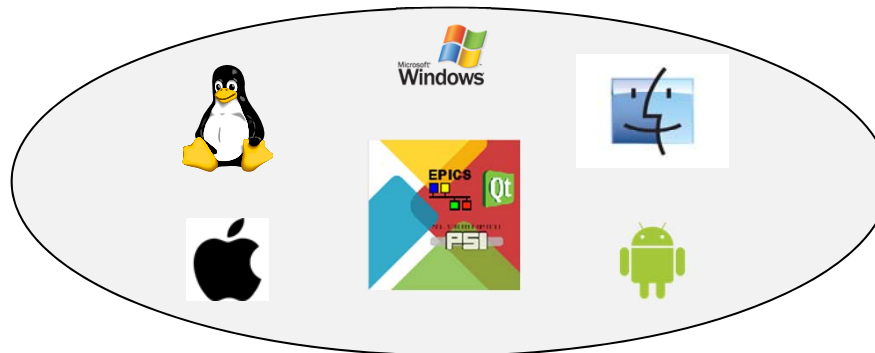
- ❑ caQtDM is an EPICS display manager written in C++ and uses Qt as graphical user interface:



- ❑ caQtDM is PSI's actual successor of MEDM and follows its philosophy regarding widget functionality.
- ❑ 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 Qt5.6 with preferentially Qwt6.1.1 (multithreading support) and EPICS 3.14.12 (some users already build caQtDM with EPICS 3.15)
- ❑ caQtDM will use the local file system when not specified otherwise
- ❑ 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 used by command line on other platforms

file based:

- nfs/smb
- local environment
- command line needed



http based:

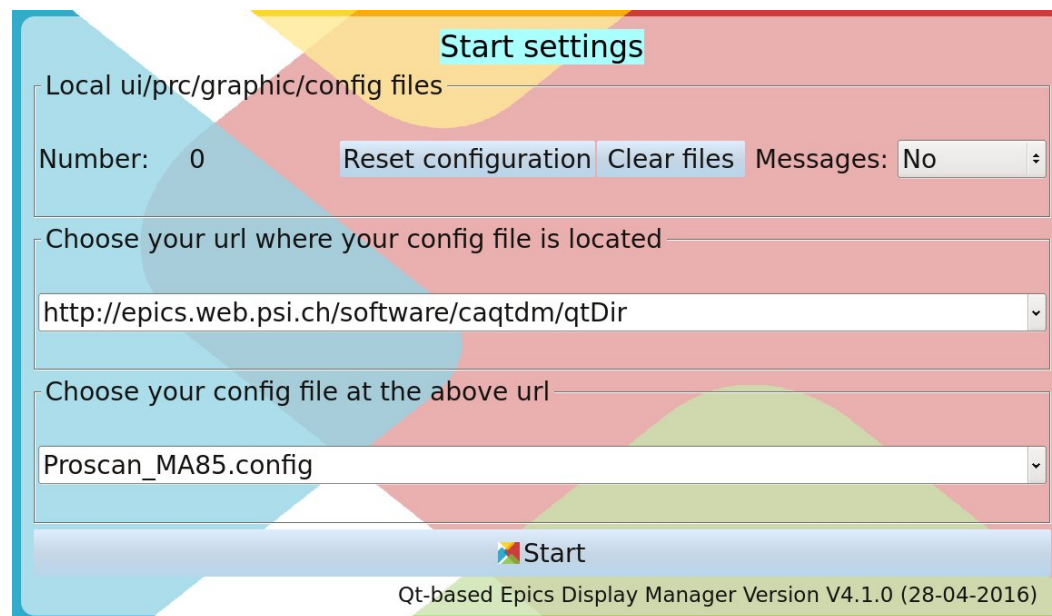
- local view
- versioning
- encapsulated config/environment

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 a environment variable or the option `-url` or the option `-httpconfig`.

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



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 3.14](#), [BSREAD](#) (a beam synchronous data acquisition [using ØMQ](#)), [EPICS4](#) (obsolete old version, not really tested and not used), a demo plugin as simple example.

Easy integration of new widgets (work initiated by Zai Wang from Australia):

- ❑ 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.
- ❑ A simple demo widget has been integrated that can be used as template for new widgets: caLineDemo. This widget is almost equivalent to caLineEdit, but uses less CPU.

caQtDM is continuously updated with new features suggested by its user community; the most important ones:

- ❑ Piping: it is possible now to pipe the output of some utility to caQtDM giving the possibly to dynamically build ui files for display.
- ❑ Stylesheets can be used now (option `-stylefile`). But take care not to disturb basic behavior.
- ❑ caSlider is behaving now better and has the possibility to display its value (thanks Josh Dassinger from Argonne)
- ❑ caThermo will display now also its value when requested
- ❑ caCamera uses now **multicore parallelism of calculations for converting a waveform to an image**
- ❑ Bug fixes and performance optimization
- ❑ An edl converter (in collaboration with Wang Zai Huai from Australian light source)
- ❑ Github for issues and collaboration or as display versioning system

The to Do's list gets smaller; Users have to trigger new ideas.

Next:

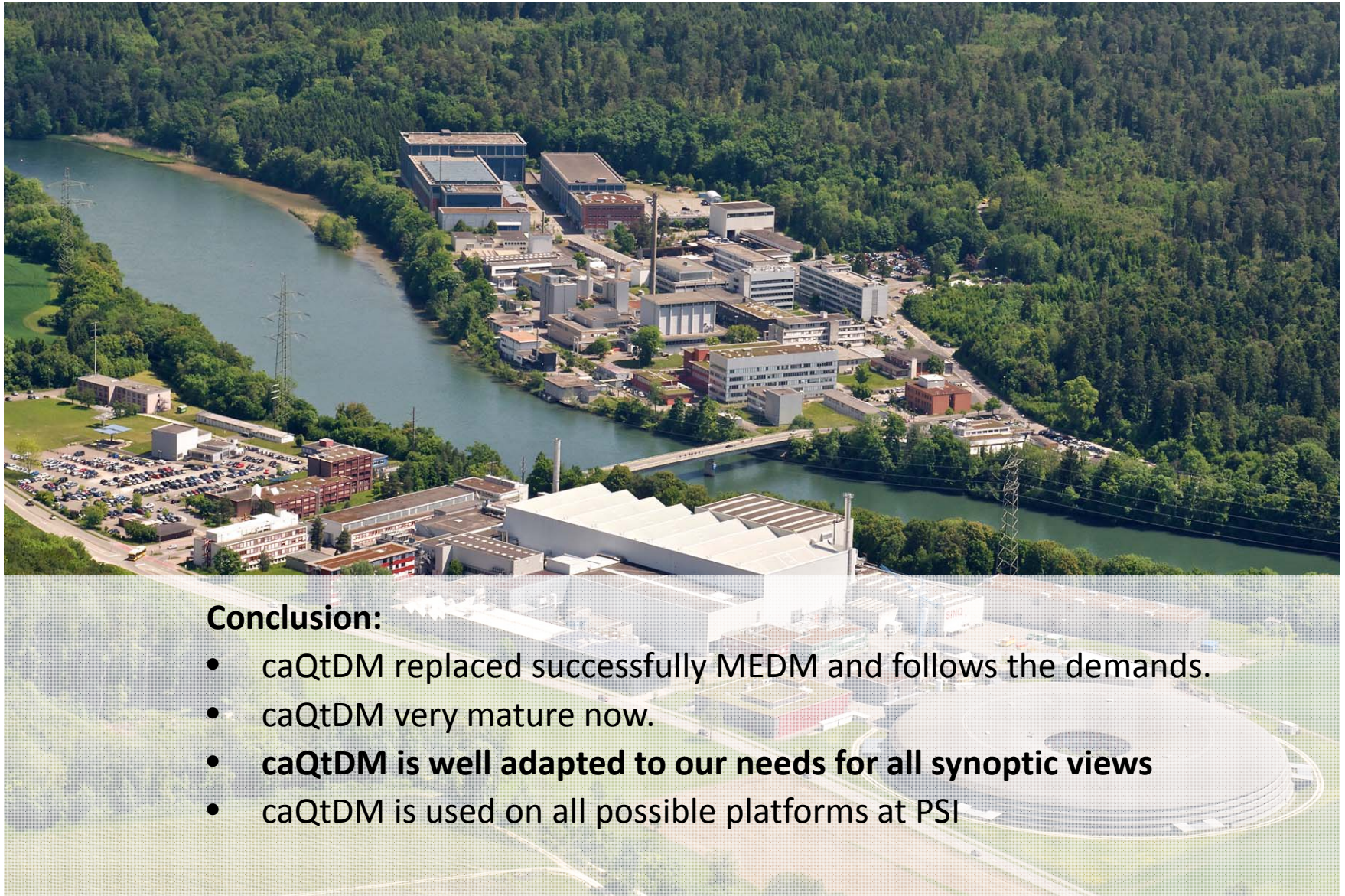
- Linux configure script
- Build with epics 3.15
- CS new Plugins (database, epics4?, Tango?)
- Bug fixes
- Performance enhancements
- https enable
- Last but not least: Documentation and complete designer tooltips for property description

Statistics:

Github downloads(17.5.16)	count
caQtDM_4_0_2.msi	5
caQtDM_4_0_2_x64.msi	47
caQtDM_4_0_2_x86.msi	16
caqtdm_4_0_0.apk	14
caqtdm_4_0_0.dmg	33
caQtDM_4_0_0.msi	53
caQtDM_4_0_0_x64.msi	81
caQtDM_4_0_0_x86.msi	16



Would also be nice to have some feedback from all these!



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