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Qt at the CLS

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Overview

- SAL and CLS GUI development history
- CLS epicsQt – Version 4 (current)
- acquaman
- pyEdm
- Another Approach
- Other Issues
- Screenshots

A brief and focused history

Before the Canadian Light Source, there was the Saskatchewan Accelerator Laboratory

- GUI – Amiga 1000, custom widgets
- Sun Workstations – OpenLook, Motif
- NeXTstation - NeXTstep

History Part 2

CLS – since 1999

- GTK+ 1.2 & Glade (0.6.2) – common handler to simplify attaching PV's to widgets
- Borland Builder – simple interface to Channel Access
- QT 3.3, 4.X – multiple methods to interface to Channel Access



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CLS epicsQt

CLS epicsQt



EpicsQt Version 4

EpicsQt 4 – C++, Python 2.6

- Qt 4.5, 4.8
- Uses “epicsConnect” library from GTK+ work
- Support Classes – displayAlias, QEpicsAcqClass (factory base), QEpicsColorRule, QEpicsConnect, QEpicsConnectList, QEpicsPlotStream, genericFactory



New Widgets

QEpicsAcq, QEpicsAcqWidget,
QEpicsButtonGroup, QEpicsComboBox,
QEpicsDial, QEpicsHist1D, QEpicsLabel,
QEpicsMButton, QEpicsProgressBar,
QEpicsShape, QEpicsSlider,
QEpicsSpinBox, QEpicsText,
QEpicsWheel



Common Properties

- PVname
- ColorPVname
- FgColorRule
- BgColorRule
- FGalarmSensitive
- BGalarmSensitive

EpicsQt Version 4

- Consistent set of Qt properties for all widgets
- Separate Interface and Implementation classes
- Factory method for data acquisition: easily add support for a new data acquisition framework to an existing application



EpicsQt Version 4

```
#if !defined QEPICSLABEL_H
#define QEPICSLABEL_H 1

#include "qepicsbase.h"
#include <QLabel>

class QEpicsLabel : public QLabel
{
    Q_OBJECT

    Q_PROPERTY( QString Format READ getFormat WRITE setFormat)
#include "qepicscommon.inc"
public:
    QEpicsLabel(QWidget *parent = 0);
    QString getFormat() const ;
    void setFormat(const QString &f) ;
protected:
    virtual void mousePressEvent( QMouseEvent *);

};

#endif
```



EpicsQt Version 4

- Support for 'middle-click' to set cursor to PV name

// monitor the mouse clicks, and put the PV name in the drag buffer

```
void QEpicsLabel::mousePressEvent( QMouseEvent *ev)
{
    if( ev->button() == Qt::MidButton)
        dynamic_cast<QEpicsLabelImpl*>(Impl)->
        getQEpicsConnector().dragName(this);
    else
        QLabel::mousePressEvent(ev);
}
```



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EpicsQt Version 4

Drawbacks of current design:

- Not Thread Friendly
- Exposes channel access too easily



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Acquaman

Acquaman

Acquaman & Dataman

- A framework for providing acquisition and data management for Big Science
- C++, Qt 4.7
- Custom classes geared specifically to managing experiments, controlling a beamline, and recording, storing, and displaying data



- AMcontrol – abstract class, QObject with signals & Slots
- AMPVcontrol (and others) inherit AMcontrol – direct calls (and callbacks) of Channel Access functions



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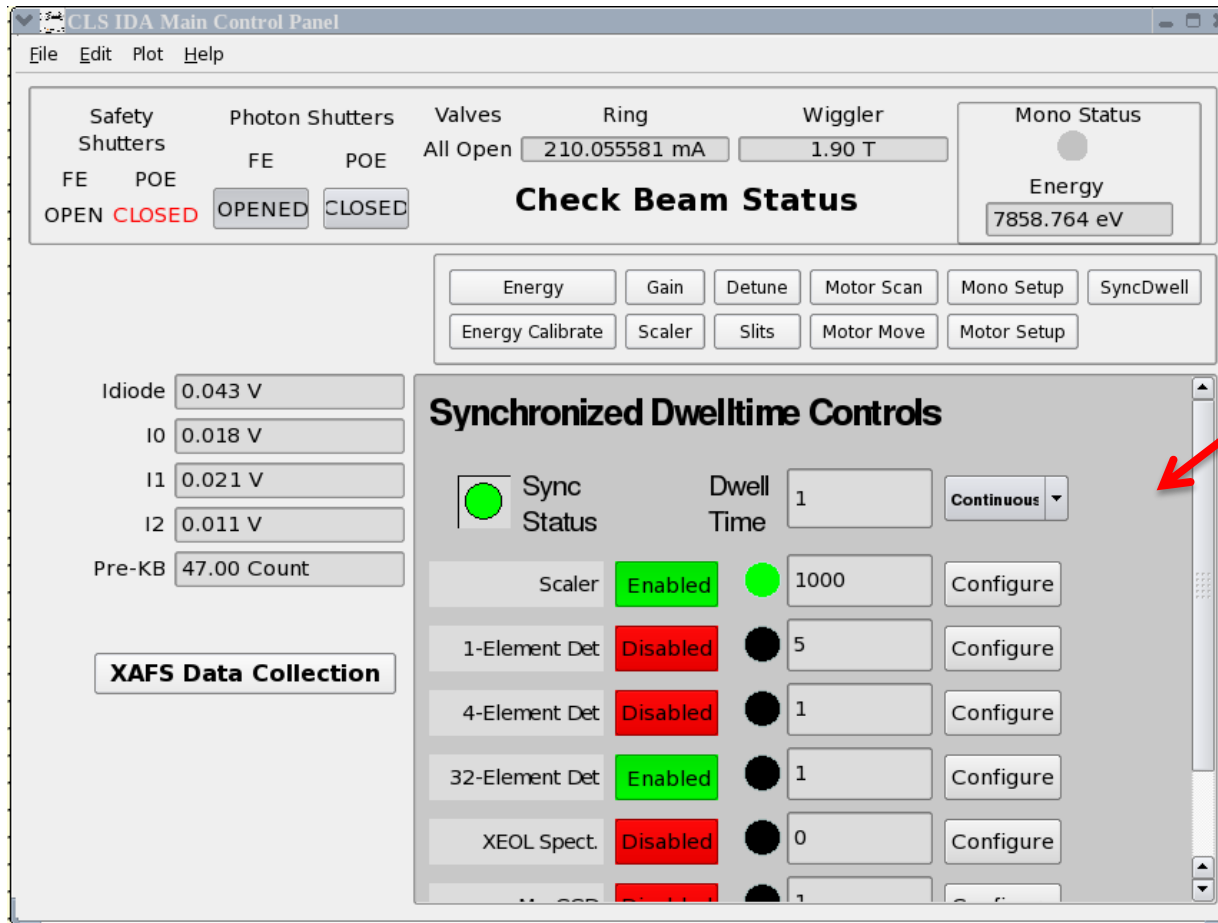
pyEdm

pyEdm

- Reads .edl files, produces display screens using standard Qt Widgets
- Uses a base class similar to edm for PV access
- EPICS Channel Access via pyEpics 3
- Further info “EDM Screen Display using Python” EPICS Collaboration Fall 2011

pyEdm embedded

Main Window: Qt UI file displayed using PyQt4



Embedded
pyEdm
display





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Another Approach

Another Approach



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Another Approach

pyEpics (direct channel access function calls) and PyQt4 used with standard Qt widgets – used when few PV's or an extremely custom display

Other Issues



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Other Issues

Other Issues:

- Common Channel Access QT Class
- Common Plot Tools
- Common Display Format

Right now...

- Python: pyEpics, callbacks to custom display code
- C++ Channel Access, callbacks to custom display code
- QEpicsConnect, custom widgets, signals and slots
- AMPVcontrol – Acquaman only



Common Plot Tools

- CERN ROOT – powerful, available Qt widget, but too slow for immediate feedback use (trying to run 2D scan and update display)
- Qwt – powerful, but some learning curve. Better performance than ROOT in CLS use cases
- Mplot – Acquaman unique – written for speed improvement

Display File Format

- Why aren't we making more use of XML?
- .adl, .edl, .ui – geared towards a specific application or framework
- pyEdm might make more sense as a .edl to .ui file translator than as a display generator
- AMcontrol, configured for Acquaman use



Time to Collaborate?

- Is it time to collaborate?
 - How much?
 - On What? Base Class? Widgets? File Format?
- EPICS and Qt “too simple” to require collaboration?
- Is it time to drop Qt and go with CSS?



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Questions?

Questions?

(answers are also appreciated)