

# Investigating the Use of Control System Studio at APS Beamlines

An Eclipse Plug-in Perspective

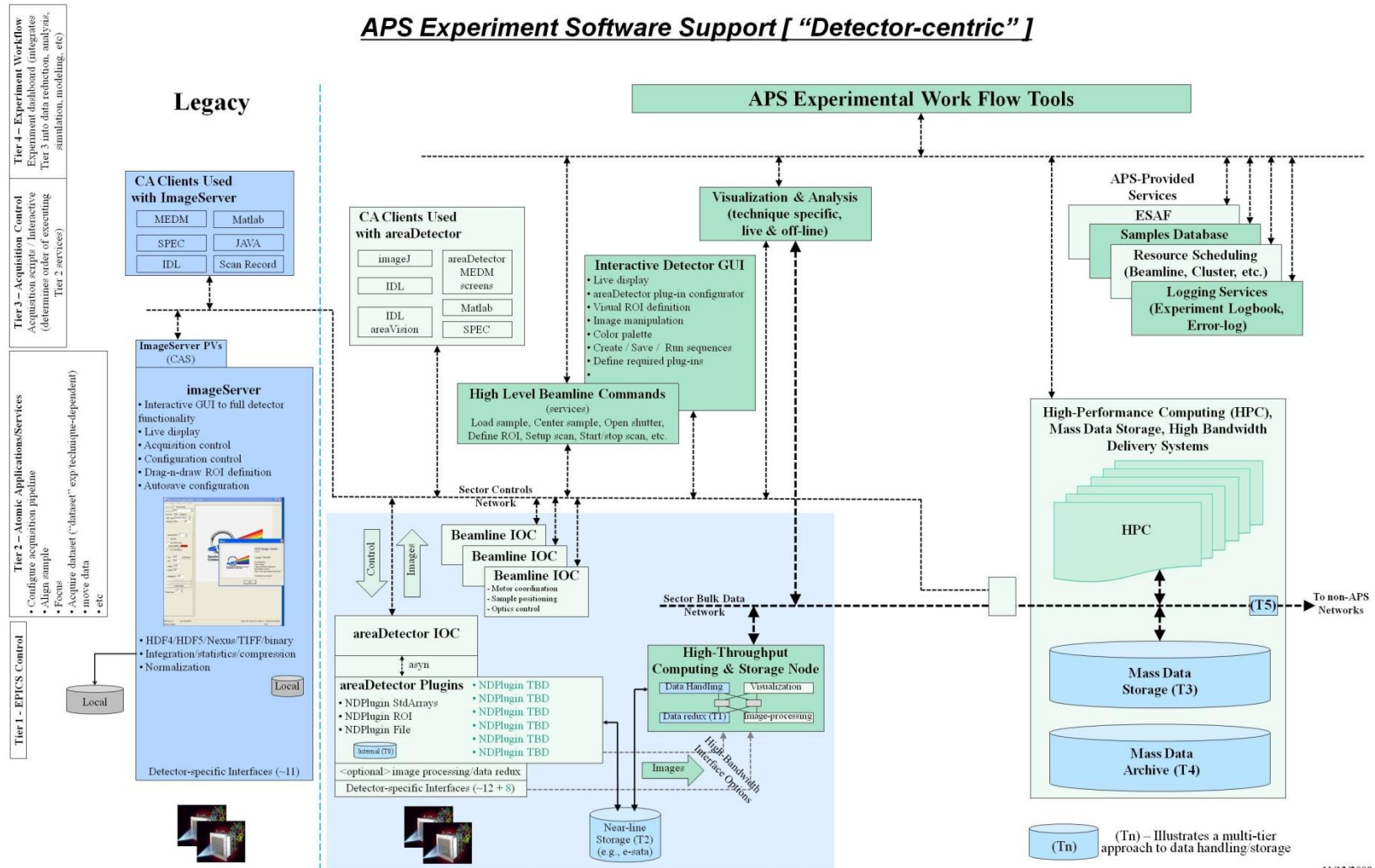
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Advanced Photon Source  
Software Services Group

# Motivation

- We would like to develop an application to control area detectors using Mark Rivers' *areaDetector*.
- We would like to look at the path beyond MEDM
- Don't want this to be just another set of MEDM screens
- This will involve more than just CSS (e.g., GDA, ties to analysis)
- Need to look at setup, collection, monitoring, and the handoff to analysis

# The big picture

## APS Experiment Software Support [ "Detector-centric" ]



11/12/2009  
nda

# BOY (Best OPI Yet) - ORNL

Can we produce the same kind of control screens?

ADBase.adl

### Area Detector Control - simTest:cam1:

**Setup**  
asyn port SIM1  
EPICS name simTest:cam1:  
Manufacturer Simulated detector  
Model Basic simulator  
Connection Connected  
Connect Disconnect  
More ⌵

**Shutter**  
Shutter mode None  
Status: Det. Closed EPICS Closed  
Open/Close Open Close  
Delay: Open 0.000 Close 0.000  
EPICS shutter setup ⌵

**Collect**  
Exposure time 0.500 0.500  
Acquire period 0.500 0.500  
# Images 20 20  
# Images complete 8  
# Exp./image 1 1  
Image mode Continuous Continuous  
Trigger mode Internal Internal  
Acquire Start Stop  
Detector state Idle  
Time remaining 0.000  
Image counter 0 17  
Image rate 0.0  
Array callbacks Enable Enable

**Readout**  
X Y  
Sensor size 640 480  
Binning 1 1  
Region start 0 0  
Region size 640 480  
Reverse No No  
Image size 640 480  
Image size (bytes) 614400  
Gain 300.000 300.000  
Data type UInt16 UInt16  
Color mode Mono Mono

**Attributes**  
File C:\tmpFile2\SimDetParams.xml

**File**  
Driver file I/O ⌵

ControlSim.opi johnTop ADBase simTest:cam1: NDROI simTest:ROI1:

### Area Detector Control - simTest:cam1:

**Setup**  
asyn port SIM1  
EPICS name simTest:cam1:  
Manufacturer Simulated detector  
Model Basic simulator  
Connection Connect Disconnect  
More ⌵

**Shutter**  
Shutter Mode None  
Status: Det Closed EPICS Closed  
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EPICS Shutter Setup ⌵

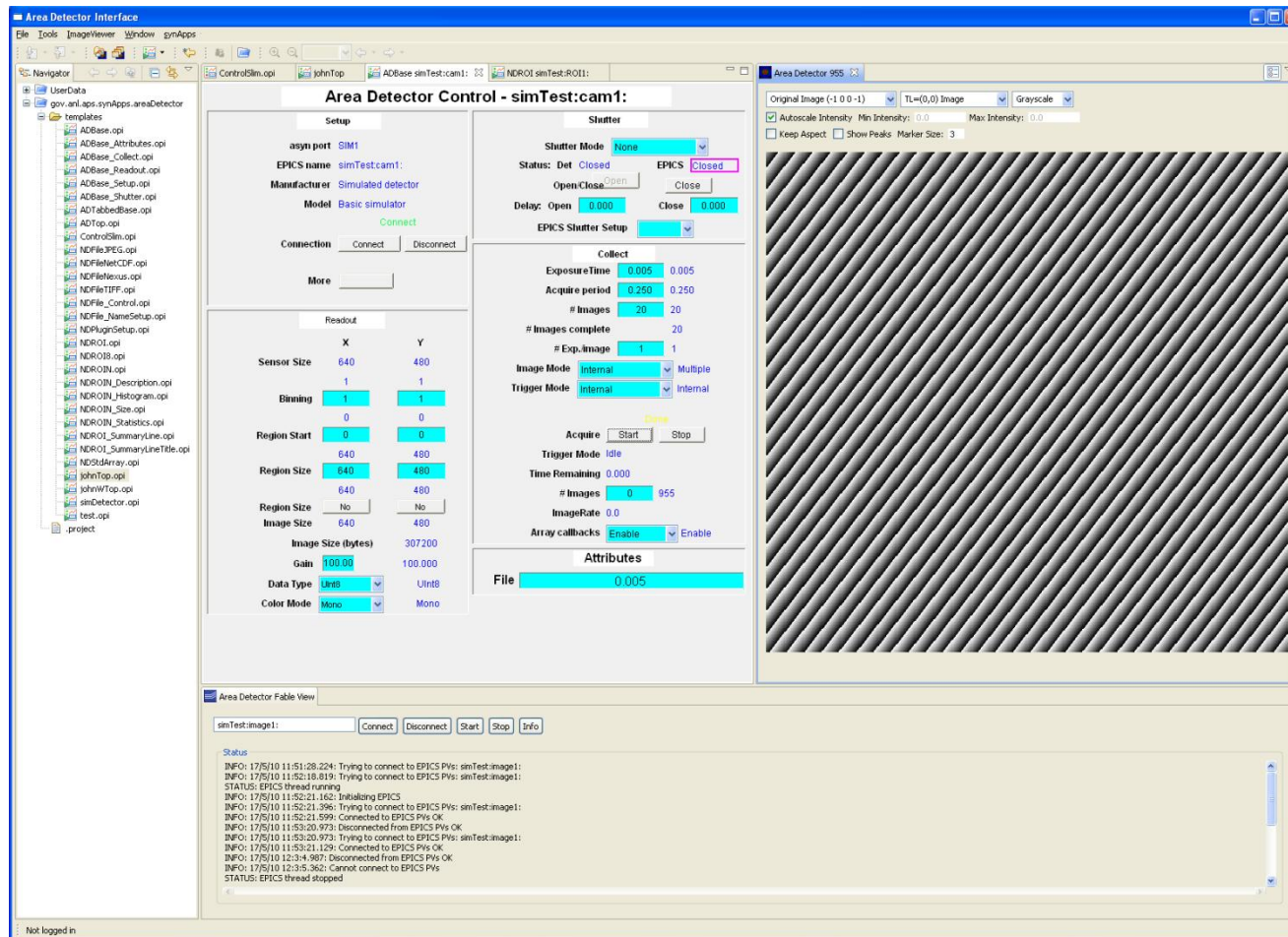
**Collect**  
ExposureTime 0.500 0.500  
Acquire period 0.500 0.500  
# Images 20 20  
# Images complete 8  
# Exp.image 1 1  
Image Mode Internal Continuous  
Trigger Mode Internal Internal  
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Gain 300.00 300.000  
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Color Mode Mono Mono

**Attributes**  
File 0.500

# Throw together an example app

Mix elements from CSS with our own plugins

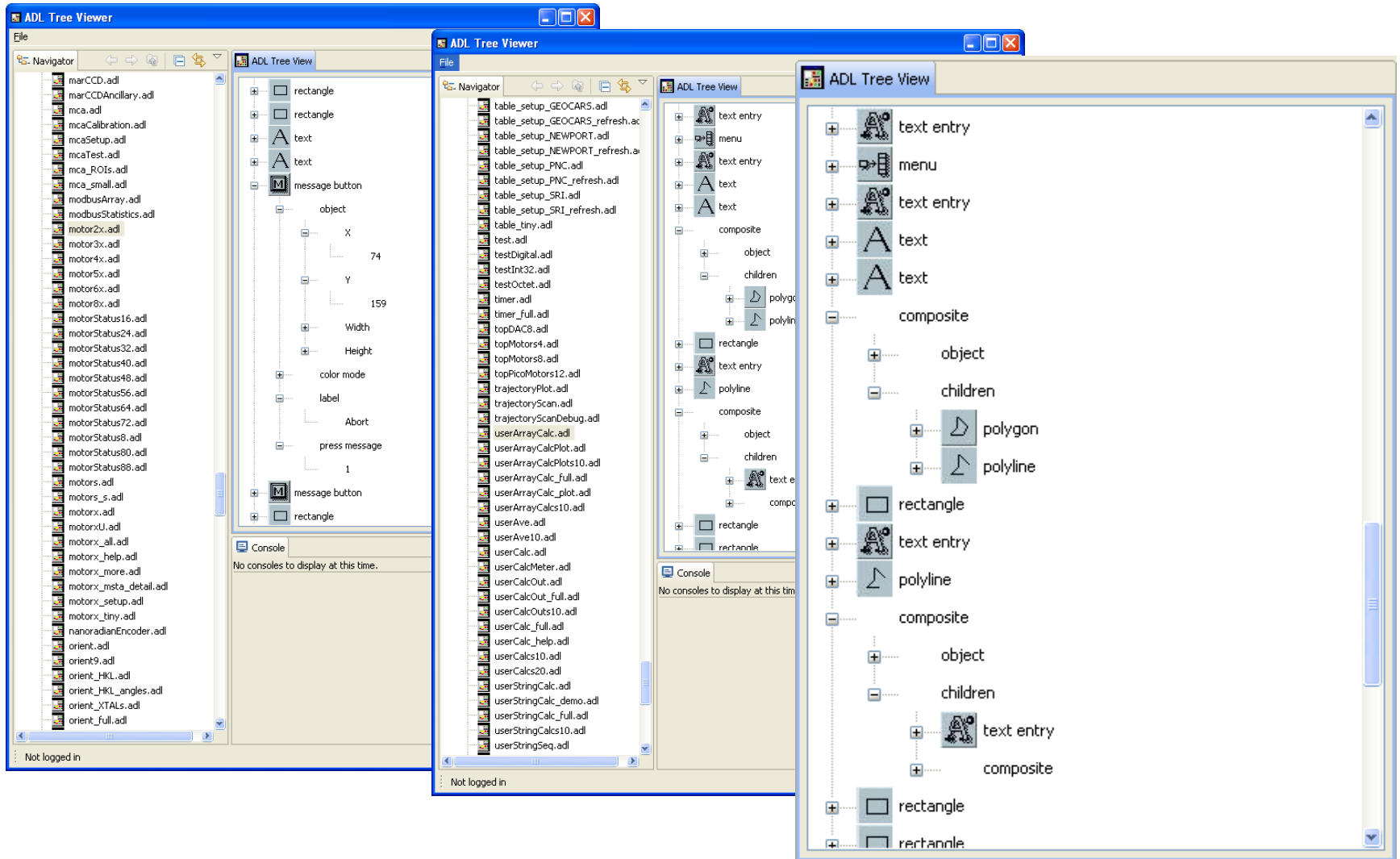


# How will we convert all the MEDM screens?

- Write a converter
  - ORNL had the start of an EDM->BOY converter
    - Still somewhat primitive
    - Ties between the conversion and the data model
  - DESY had an ADL->SDS converter
    - Fairly complete
    - Ties between ADL parsing and the data model
    - Could see a clean way to cut the tie between parsing and the data model
- Start with the ADL->SDS converter
  - Cut the strings between parsing the ADL file and the SDS model
  - Create an adlParser plugin (`org.csstudio.utility.adlParser`)
    - Most of this was LIFTED from the ADL->SDS converter (`org.csstudio.utility.adlConverter`).
    - Took out references to SDS in the parser
    - Should be able to use this parser for all converters (ADL->SDS & ADL->BOY)
  - Create an ADL->BOY converter (`org.csstudio.opibuilder.adl2opi`)
    - Use the parser
    - Convert to the BOY data model (fairly straightforward)
    - Dump the file

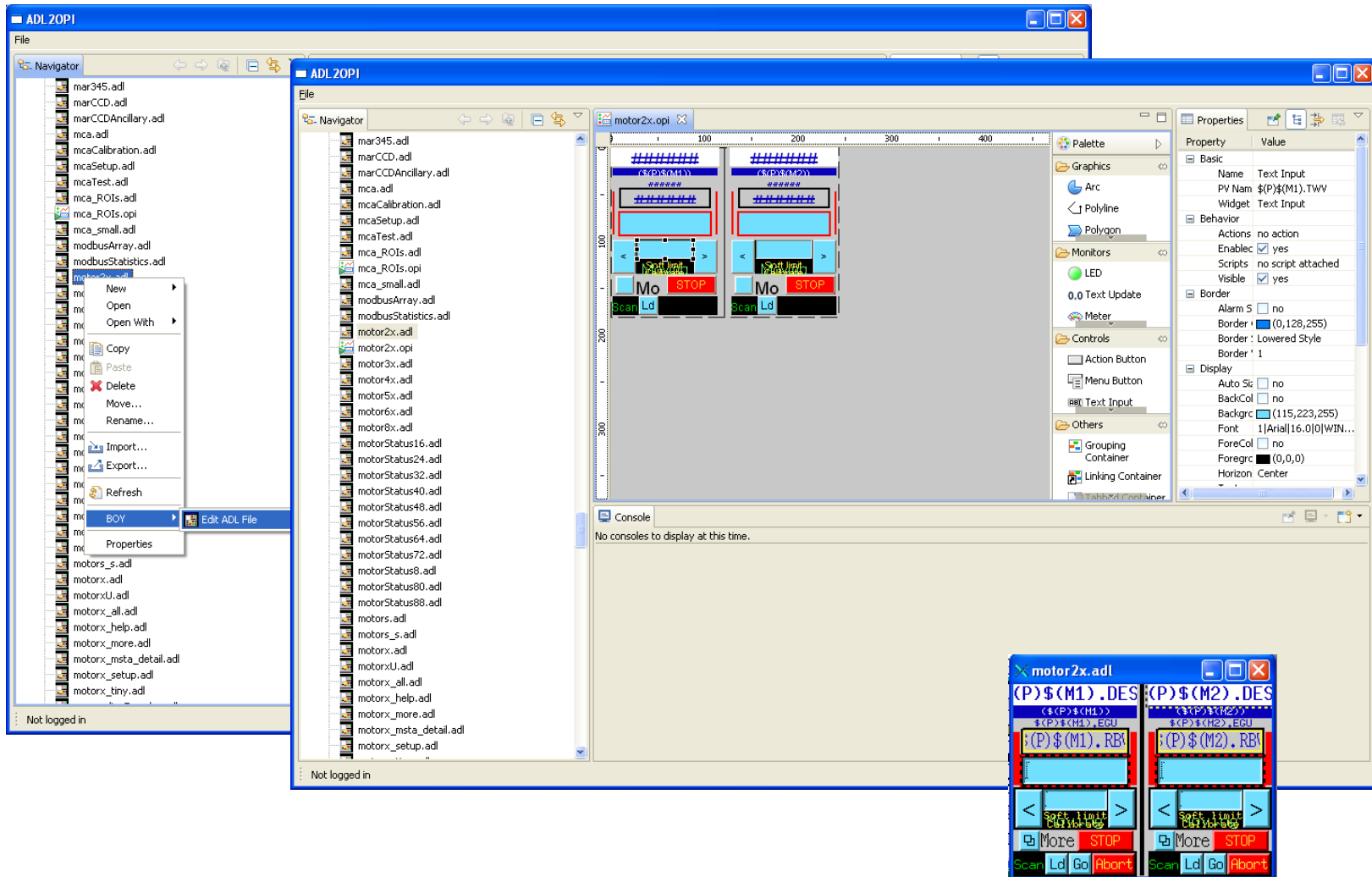
# adlParser

Plugin contains an RCP application to examine the detail inside the file



# adl2boy

Plugin includes self contained application



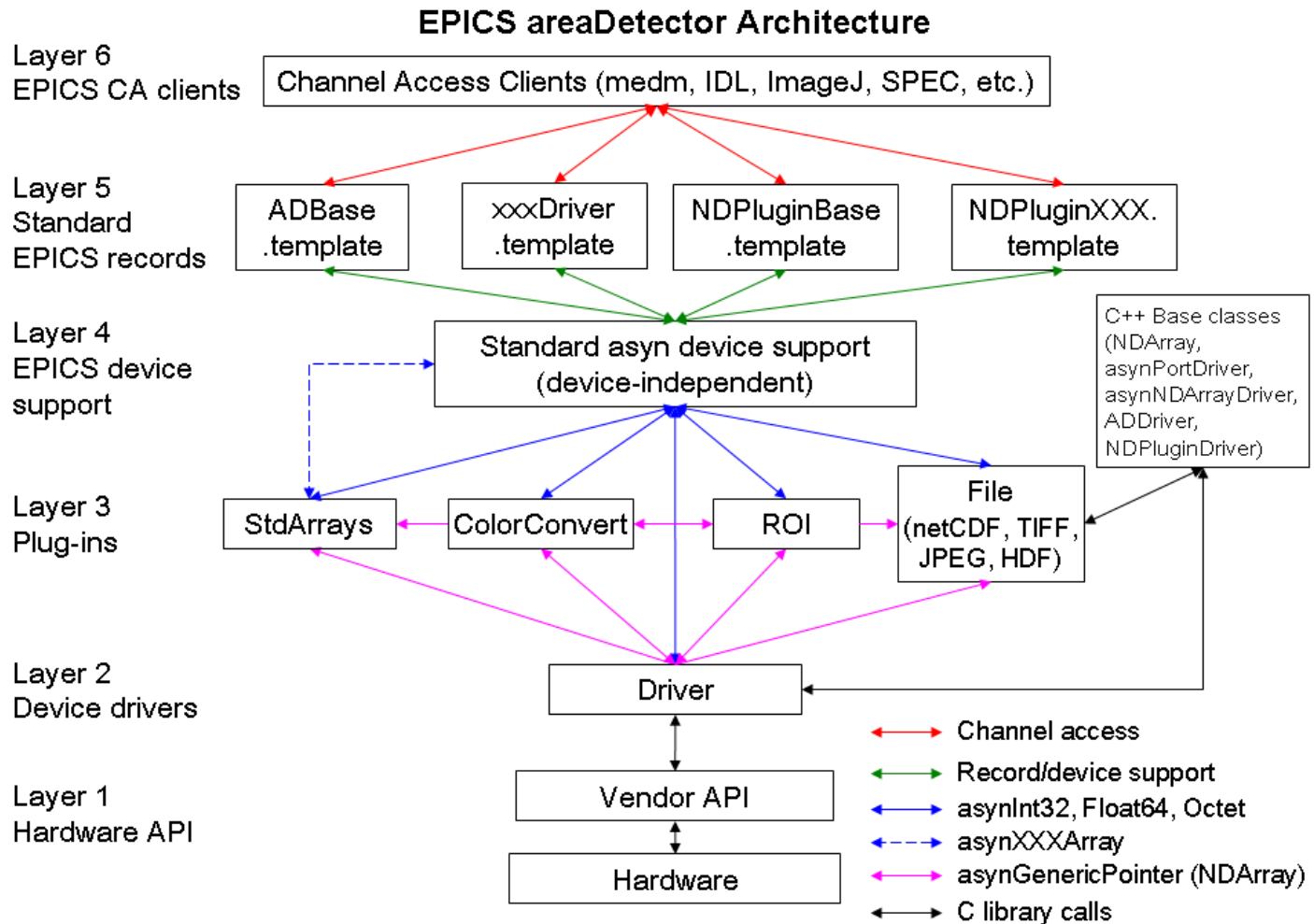


# adl2boy - What is missing?

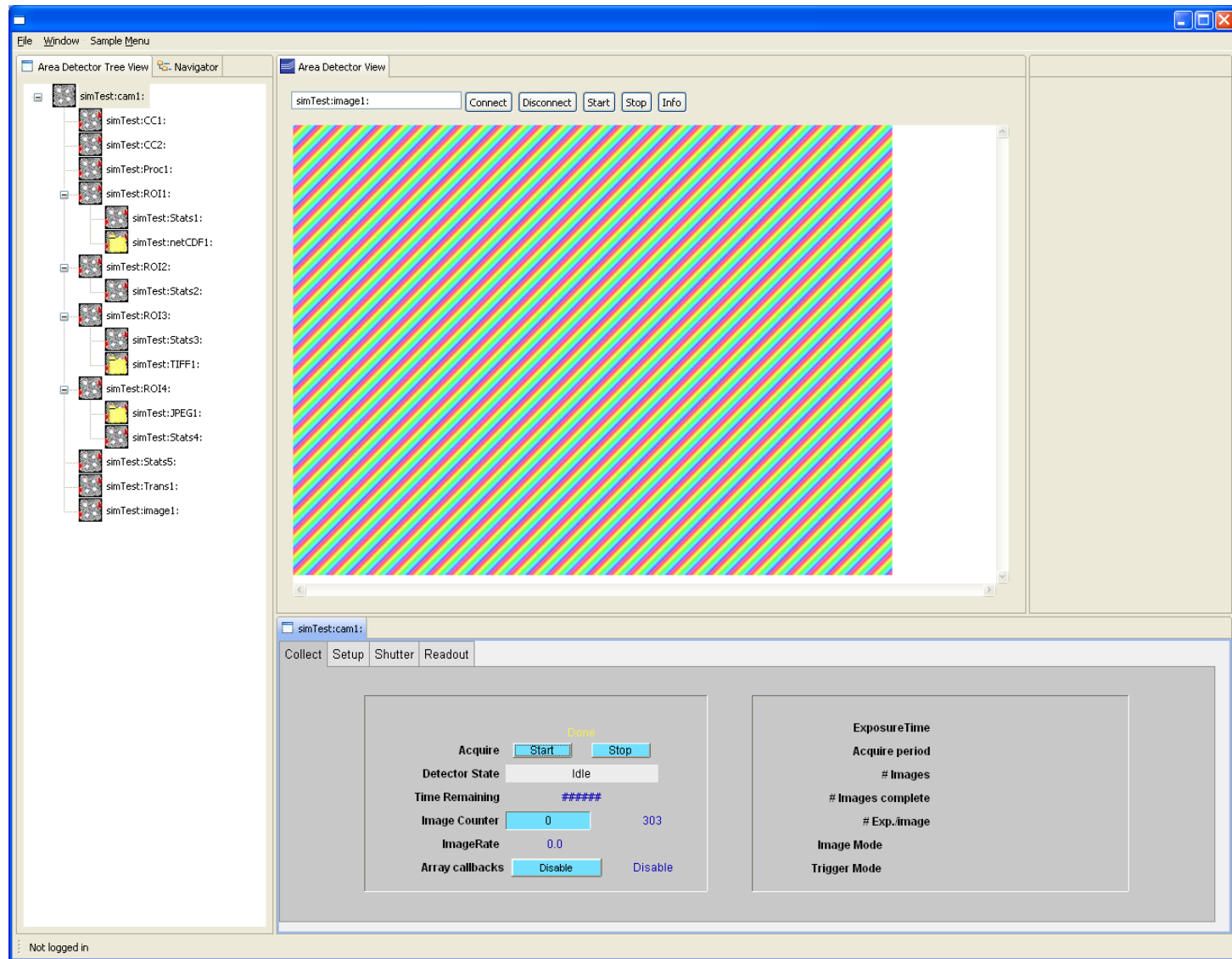
- Byte, [Choice Button](#), Indicator, and Toggle Button – No good matches in BOY, many of these are on wish lists
- No Dynamic properties – this is on the wish list
- No way to specify location for related displays and images
- Some MEDM files (pre version 020200) have attribute sections that follow the widget definition instead of inside of them; These are not currently handled



# Taking a bite out of the big picture



# Demo application



# Acknowledgement

- Matthias Claussen et al., DESY and Cosylab, for shepherding CSS
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