

# BlissFramwork and mxCuBE usage on PROXIMA1

mxCuBE meeting ESRF Sept 2010

### Whate we had before mxCuBE

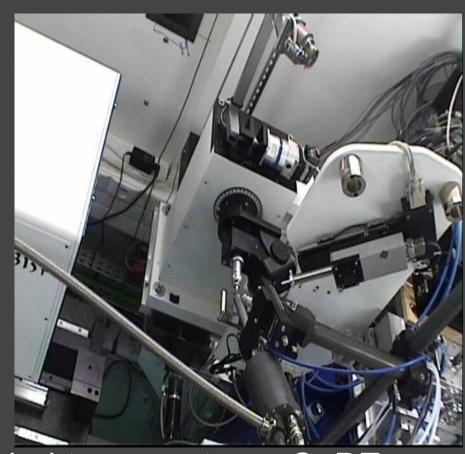
Proprietary Hardware + Software solution from MSC-Rigagus

- Kappa goniometer
- Camera + zoom + light
- Motorized beamstop
- Motorized fluo det.
- Actor Robot
- JDirector/MSCserver
- Cameraman

ADSC 315r detector

2008: After a long discussions

including our users we have decided to move to mxCuBE



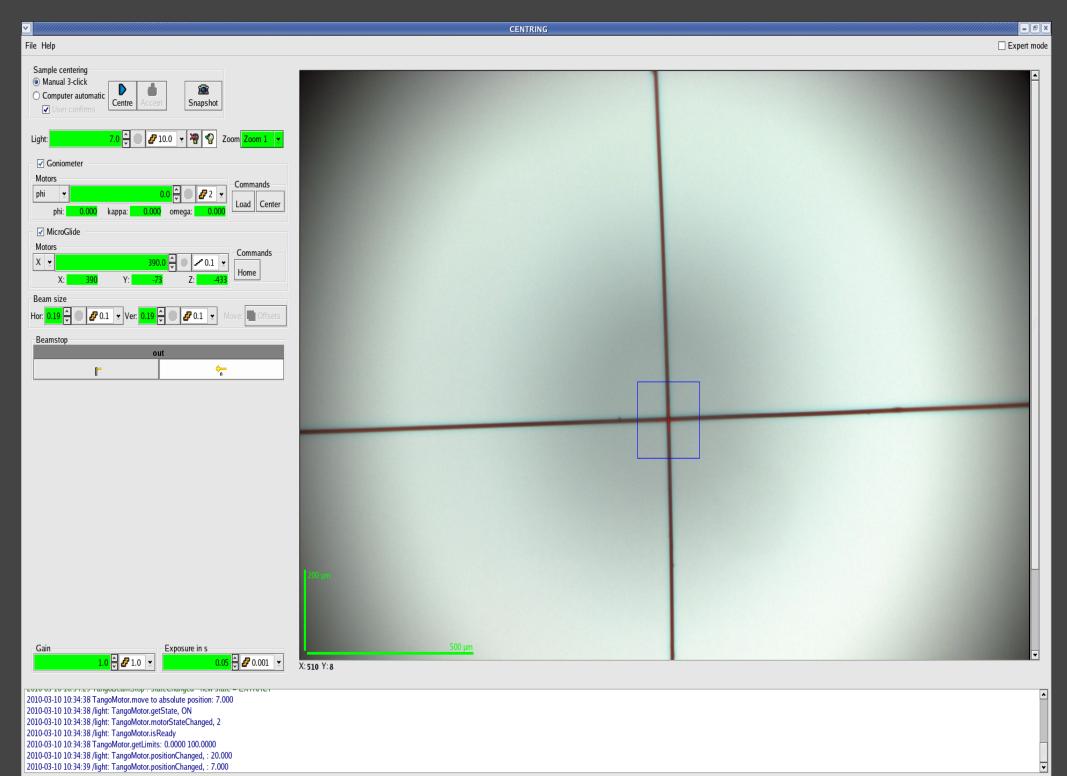
## PX1 Expirience

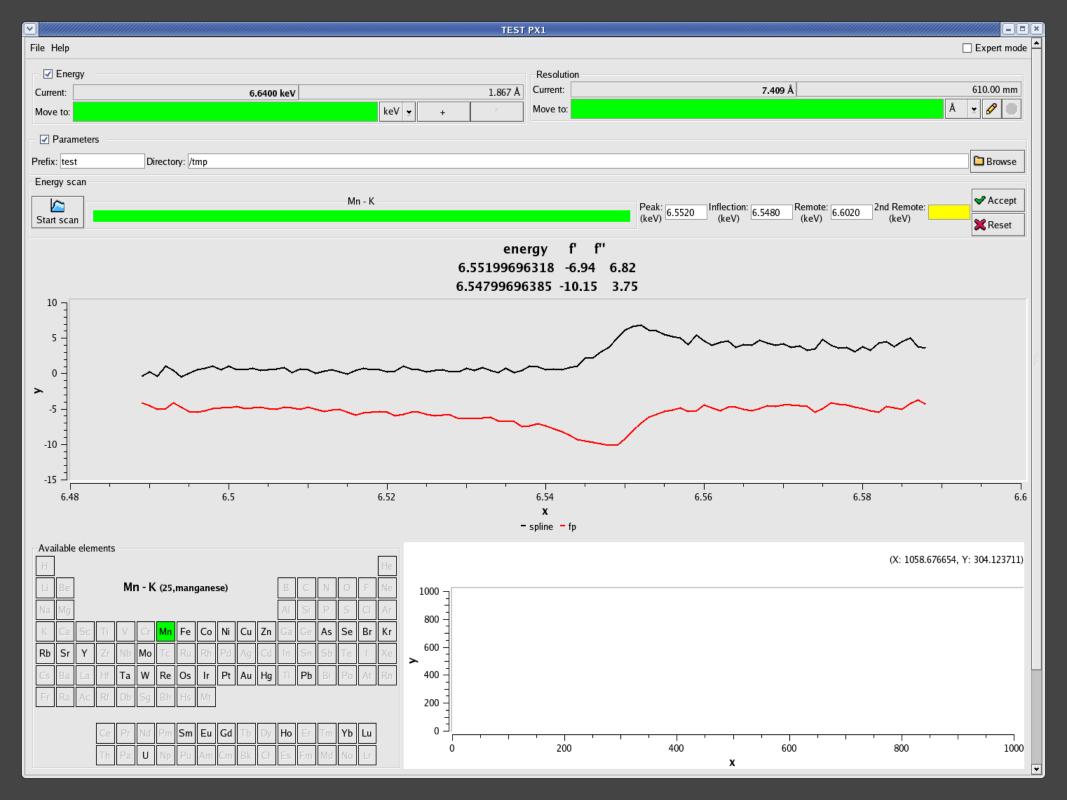
#### Gain:

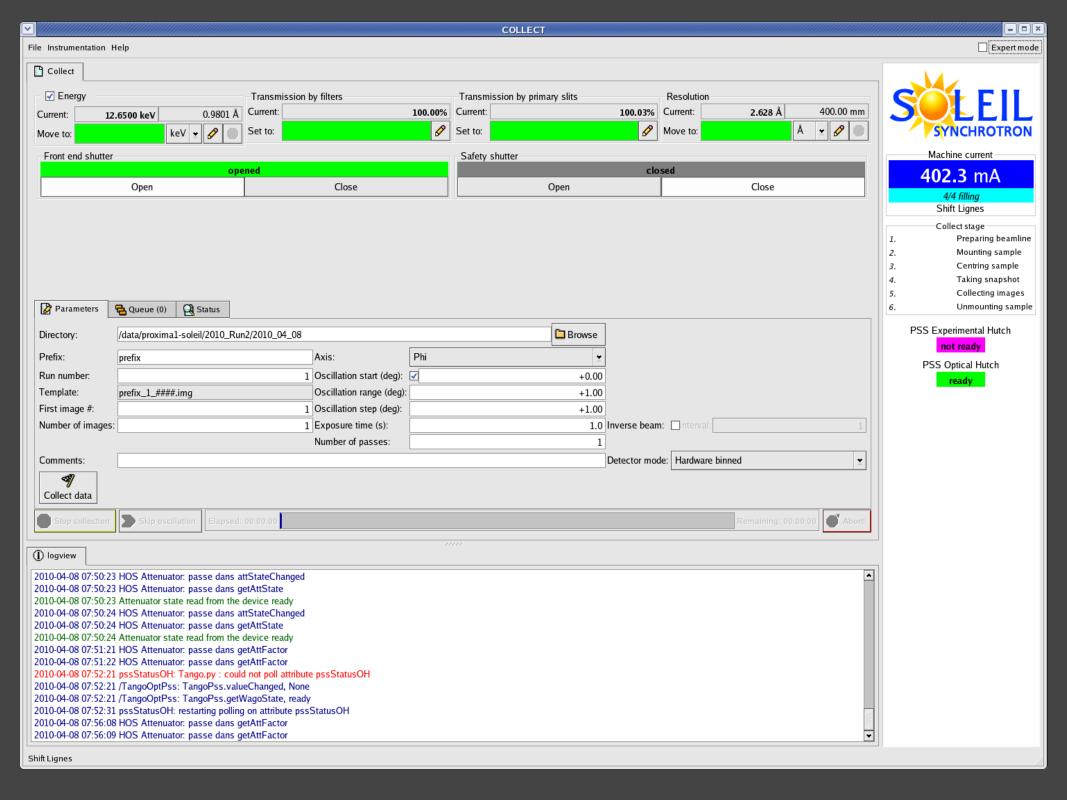
- Ergonomy uniformity: Users don't have to be trained, they know how to use it.
- Clean MVC design
- Bricks encapsulate a lot of logic
- Hardware Objects used as templates
- Relatively easy to modify and develop (thanks to python)
- Robus

#### Constraints

- Hardware/control: Not using spec, no MD2...
- No support from our computing group
- No Tango events at SOLEIL: pooling slow responding devices kills GUI reactivity







## Perspectives

Events problem: Solution in BlissFramework4 with Pyro

We have still a lot of work to do to integrate all the capabilities of mxCuBE and EDNA, ISPyB...

We and our users are pleased by the adoption of mxCuBE on PX1.

We are willing to collaborate on the development of future work on mxCuBE.