

BlissFramwork and mxCuBE usage on PROXIMA1

mxCuBE meeting SOLEIL Jan 2012

Whate we had before mxCuBE

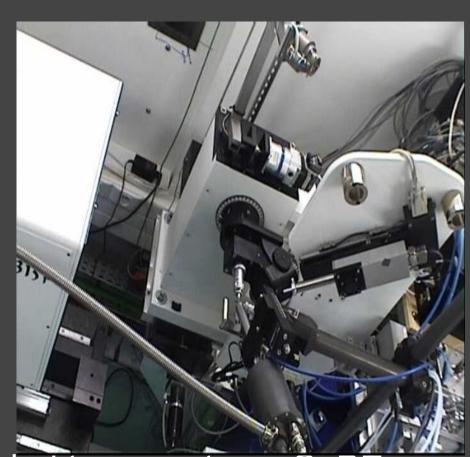
Proprietary Hardware + Software solution from MSC-Rigagus

- 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



Whate we have now

Standard SOLEIL Hardware + new PX1 tango collect Server

- Kappa goniometer
- Camera + zoom + light
- Motorized beamstop
- Motorized fluo det.
- Actor Robot
- 4 mxCuBE apps
- Cameraman for microglide
- save/load queues

PILATUS 6M detector

Fix centring application bugs

Lack of manpower

mxCuBE work is progressing slowly



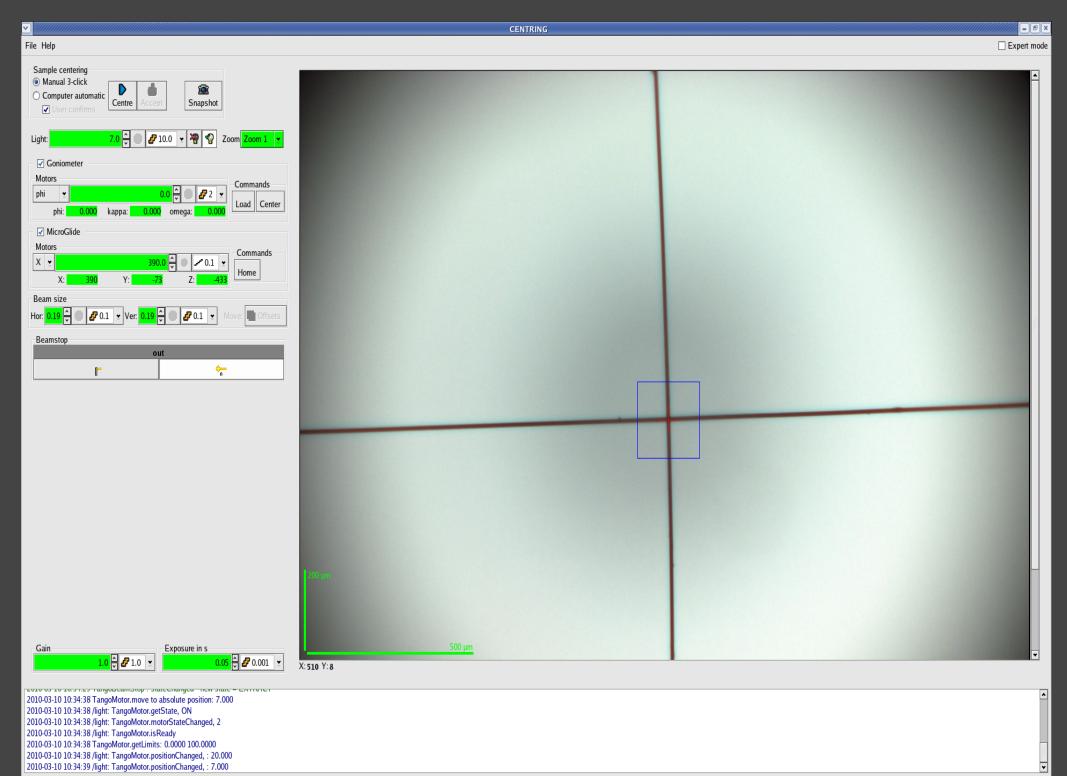
PX1 Expirience

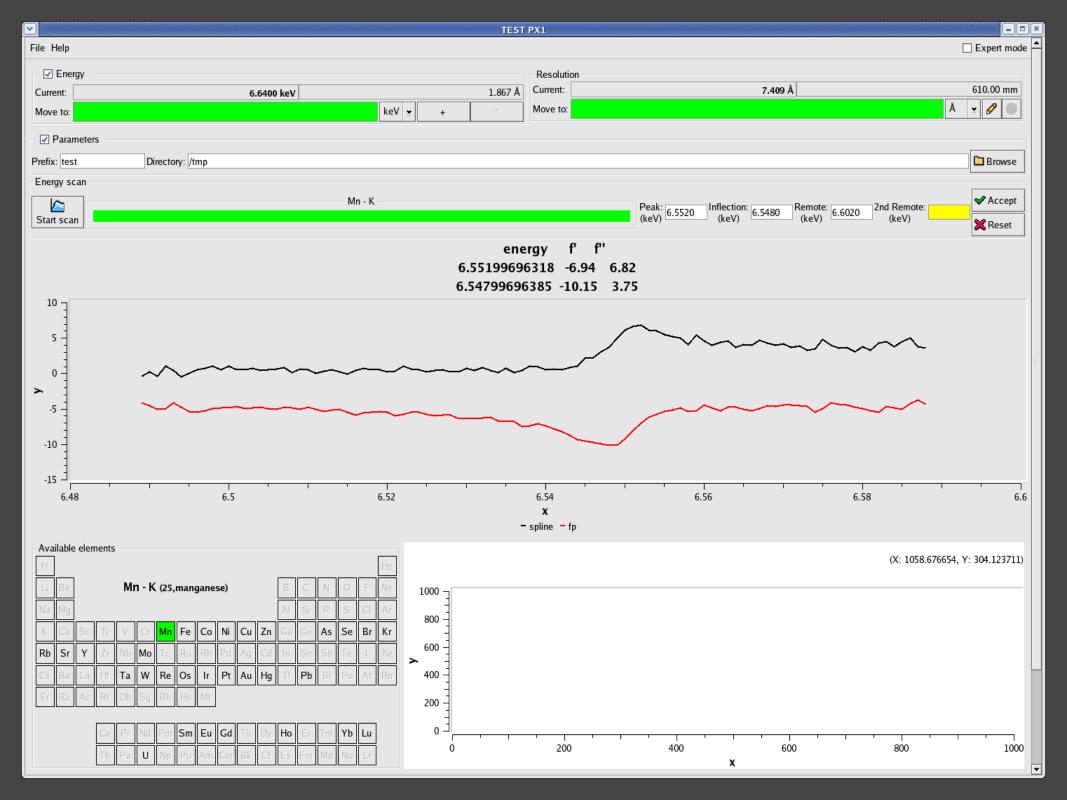
Gain:

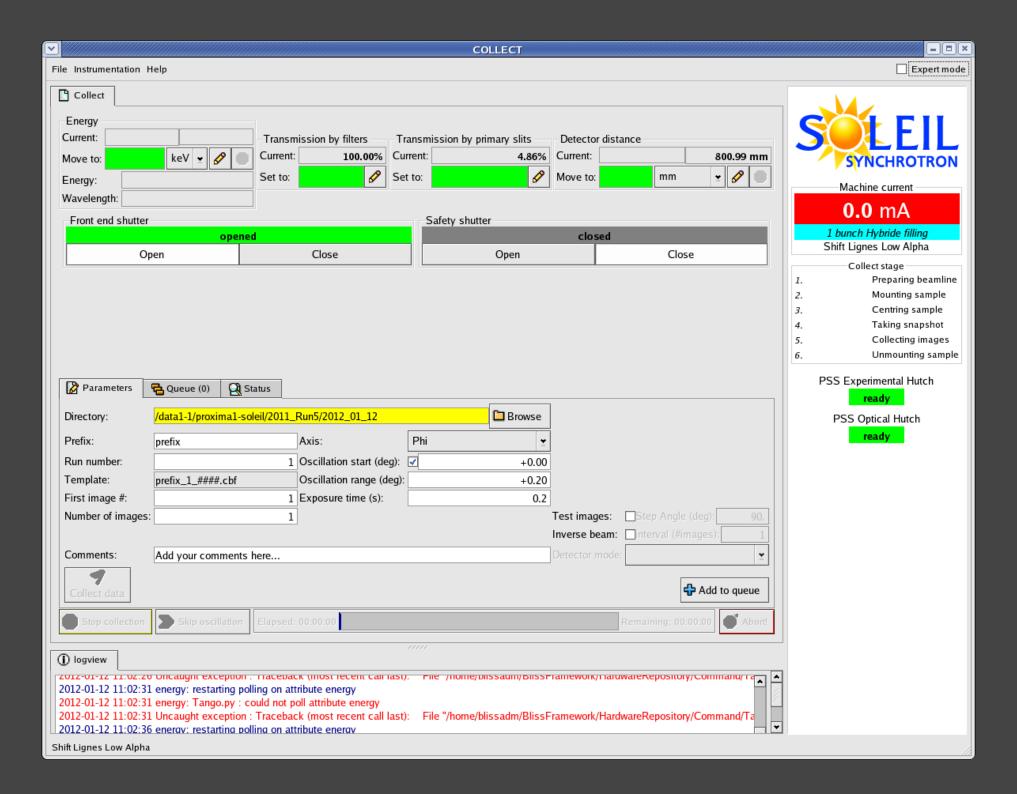
- Ergonomy uniformity: Users don't have to be trained, they know how to use it.
- Clean MVC design
- Bricks encapsulate a lot of logic
- Hardware Objects used as templates
- Relatively easy to modify and develop (thanks to python)
- Robust

Constraints

- Hardware/control: Not using spec, no MD2...
- No support from our computing group for mxCuBE
- No Tango events at SOLEIL: polling slow down responsiveness and GUI reactivity







Conclusion / Perspectives

Events problem: Solution in BlissFramework4 with Pyro

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

Work done mainly by P. Gourhant and P. Legrand with help from the PX1 beamline team.

+= 1 developer on PX2A Martin Savko