A Light for Science



European Synchrotron Radiation Facility

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Remote Access



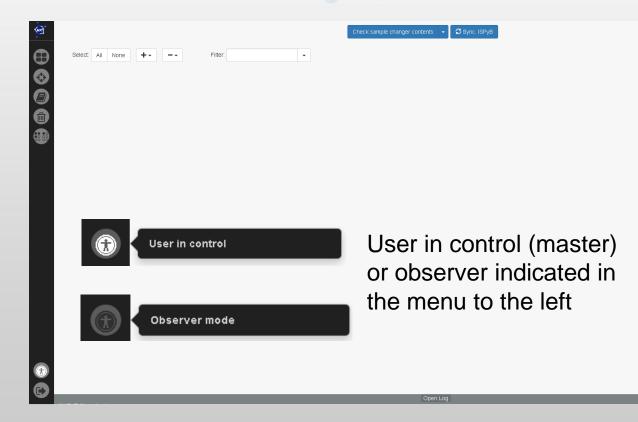
Web application - advantages

- Web applications is remote by design
- Only a web browser is needed to run MxCuBE, no special tool or configuration is required. Basically works out of the box on any recent computer.
- Platform independent



New improved RA - Features

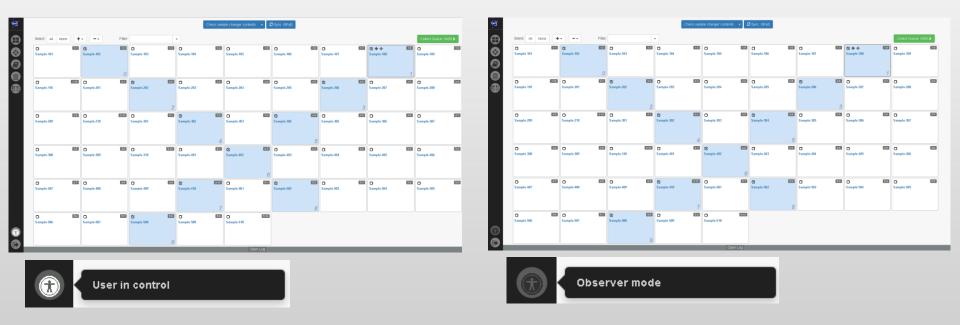
Only one proposal is allowed to be logged in at once, the first one that logs in will be the user in control (master). Other logins from the same proposal will become observers (and cannot operate the beamline)





Observing

 Observers sees what the user in control (master) is doing, and can only change between pages. Remember: Only users with the same proposal as the master can observe

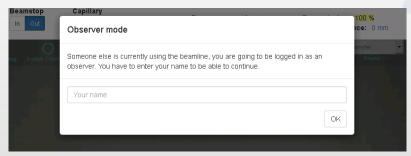




Asking for control

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Loging in as an observer, the user must provide a username to be able to continue



Waiting for reply from user in control (master)

Asking for control		
Please wait while asking for control		
	Cancel	

Name	
Marcus	
Message	
Please give me control	
Ask for control	

Observer mode



Giving control

A user is asking for control, Give control, or deny

A user is asking for control	
User Matias is asking for control, message: "Please give me control"	
Here you go I	
	Give control to Matias Deny control

If control was given away, user now becomes observer and needs to give a name, if not previously given

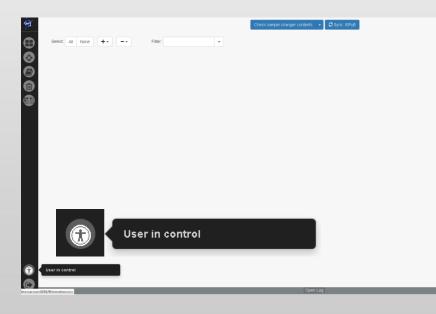
Someone else is currently using the beamline, you are going to be logged in as an observer. You have to enter your name to be able to continue. Your name	
	ок



Control is transferred

• The control is passed to the observer asking for control

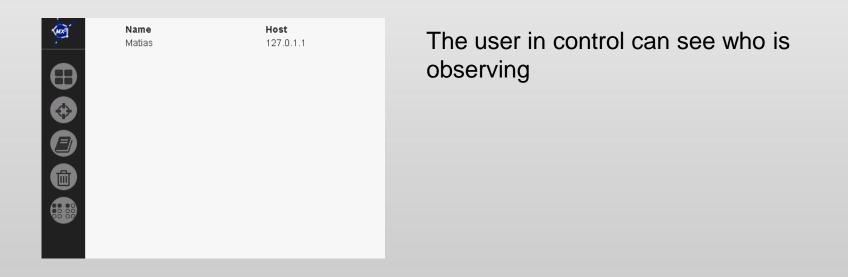
You were given control	×
Here you go !	
	ОК





Queue control and who is watching ?

- Local beamline instance can always take control by using special account
- The queue is paused if the master instance for some reason loses control



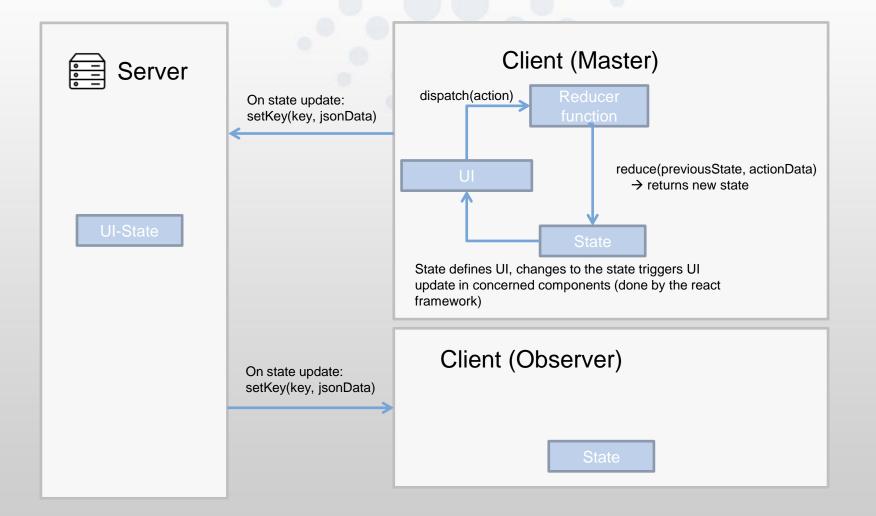


So how does it work ?

- By taking advantage of existing libraries, react, redux, redux-persist and of course some code to fill in the gaps.
- The state of the UI is stored in a global data structure. This data structure can only be changed through something called actions
- The action triggers a pure function (a reducer) which creates a new state. The state change triggers a UI update by react.
- Each update of the state is sent to server where its saved (reduxpersist)
- The server sends the state updates to the observers



So how does it work ?





Future work

- Chat
- Local beamline interface for taking control



Questions ?

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