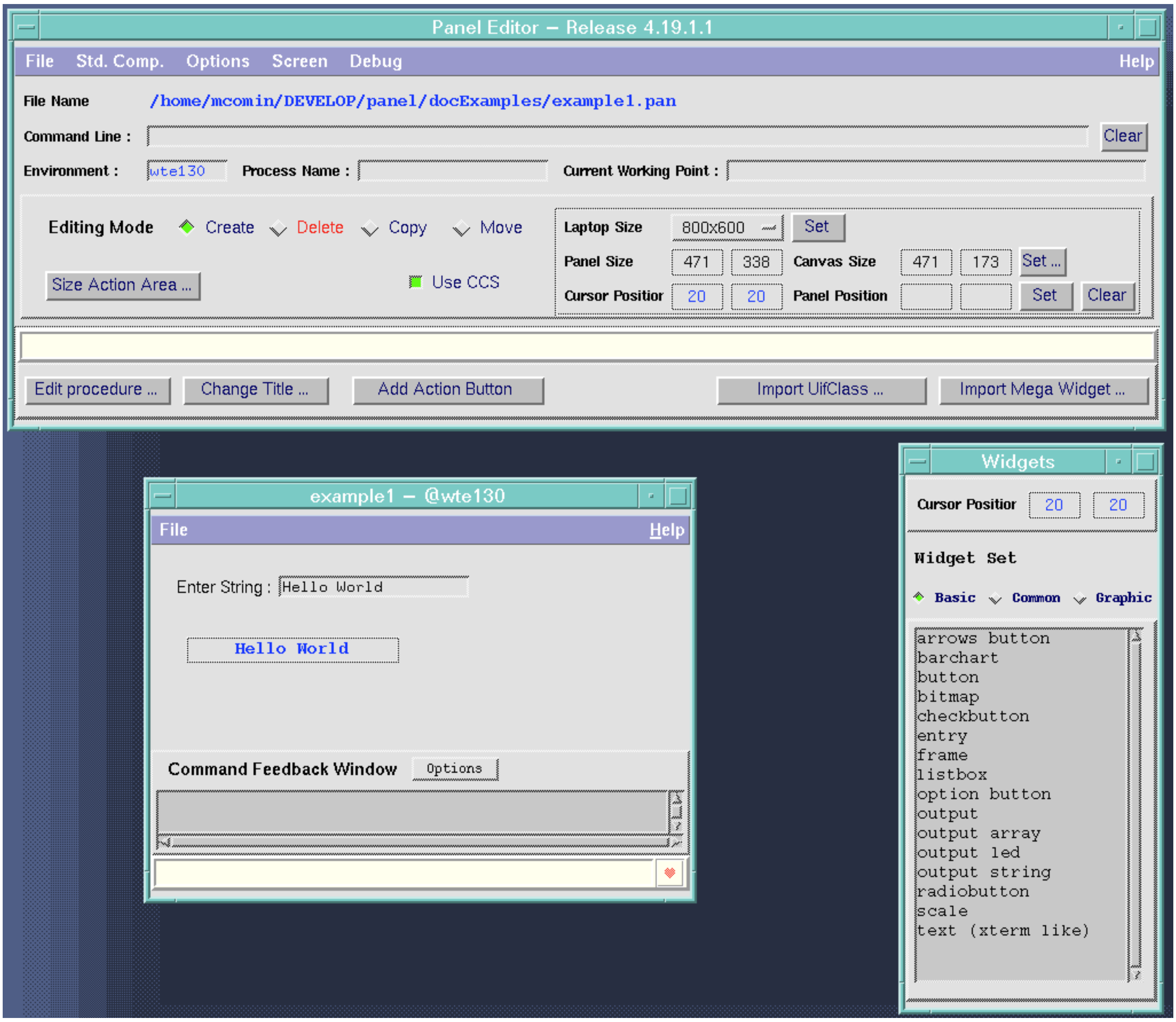
Introduction to Panel Editor

The panel editor is an "off-line" tool that allows the user to create a control panel or to modify an existing one eventually generating a file with the description of the panel layout.

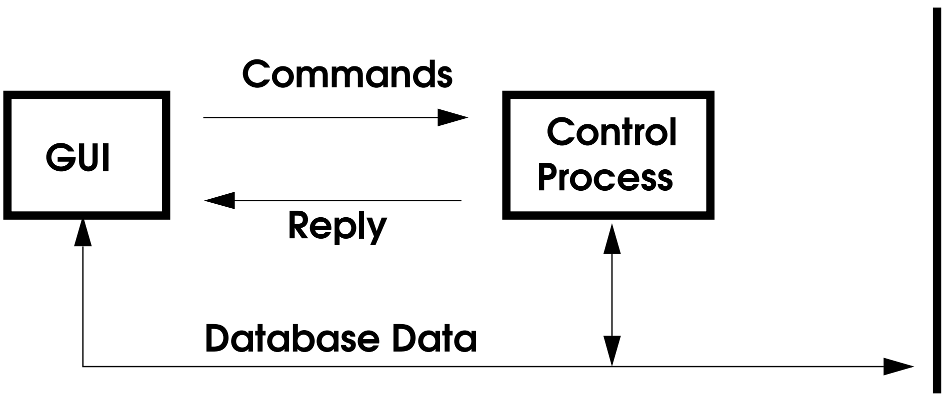
It provides the following features:

- **Provides a set of elementary widgets that are configured with graphical configuration panels.**
- **Save and modify panels as "classes" in order to re-use them as widgets in other panels (uifClass widgets)**
- **Possibility to add public domain widgets**
- **Provides an interface to the database and the message system.**
- **Possibility to link to user's defined or public domain tcl/tk libraries such as iwidget.**


Panel Editor — Release 4.19.1.1
File
Std. Comp.
Options
Screen
Debug
Help
File Name
/home/mcomin/DEVELOP/panel/docExamples/example1.pan
Command Line :
Clear
Environment :
wte130
Process Name :
Current Working Point :
Editing Mode
Create
Delete
Copy
Move
Size Action Area ...
Use CCS
Laptop Size
800x600
Set
Panel Size
471
338
Canvas Size
471
173
Set ...
Cursor Positior
20
20
Panel Position
Set
Clear
Edit procedure ...
Change Title ...
Add Action Button
Import UifClass ...
Import Mega Widget ...
example1 — @wte130
File
Help
Enter String :
Hello World
Hello World
Command Feedback Window
Options
Widgets
Cursor Positior
20
20
Widget Set
Basic
Common
Graphic
arrows button
barchart
button
bitmap
checkbutton
entry
frame
listbox
option button
output
output array
output led
output string
radiobutton
scale
text (xterm like)

Interfaces

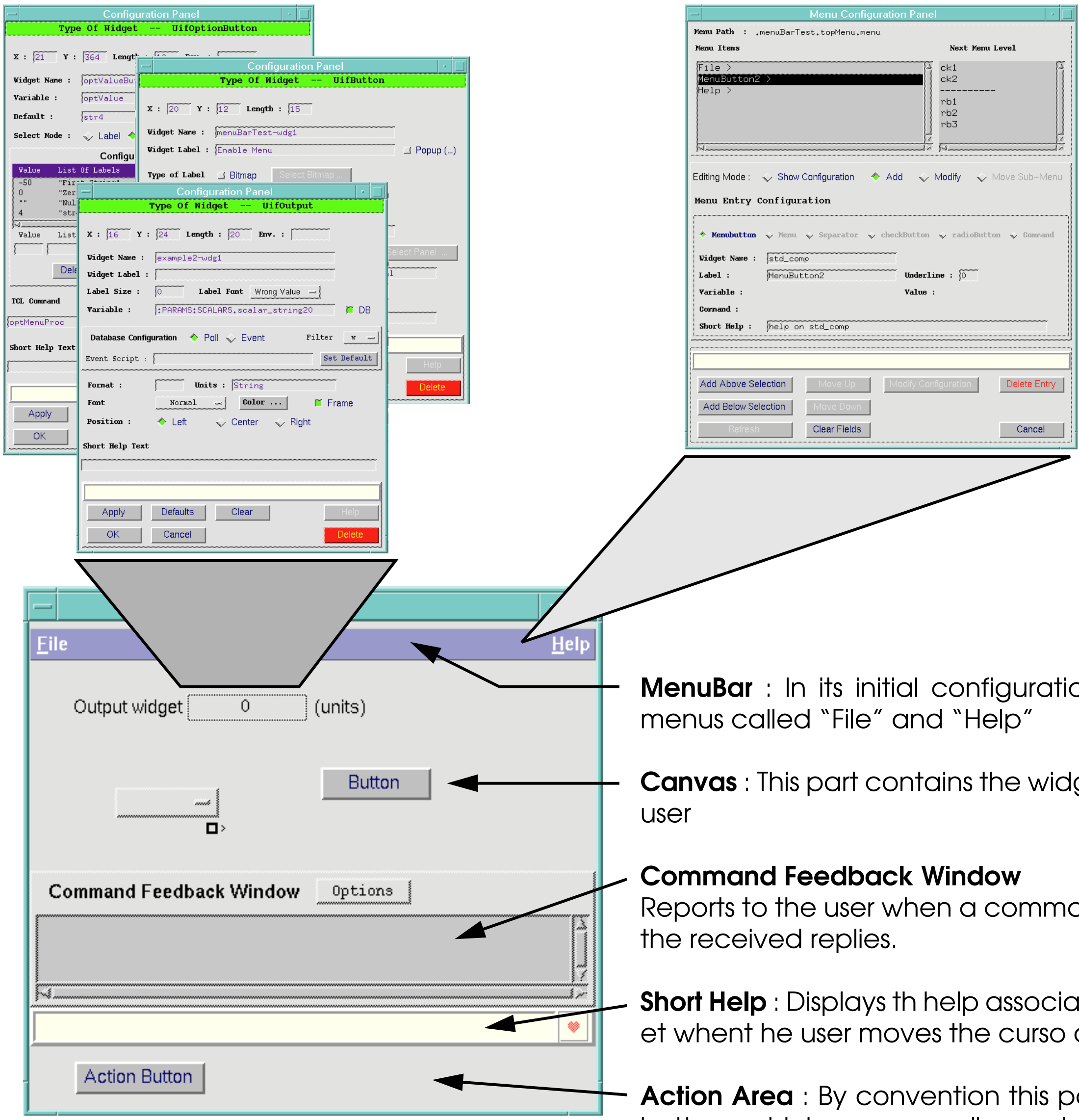
The design of the vlt graphical user interface relies on the fact that the control process run independently from the GUI application..



- **The control process is written in "C" and controls the activities of a specific equipment: this constitutes the 'intelligent' part of the GUI application.**

- **The control process communicates with the GUI through replies to commands or by sharing data through the database.**

Panel Main Elements



MenuBar : In its initial configuration it contains two menus called "File" and "Help"

Canvas : This part contains the widgets added by the user

Command Feedback Window
Reports to the user when a command is invoked and the received replies.

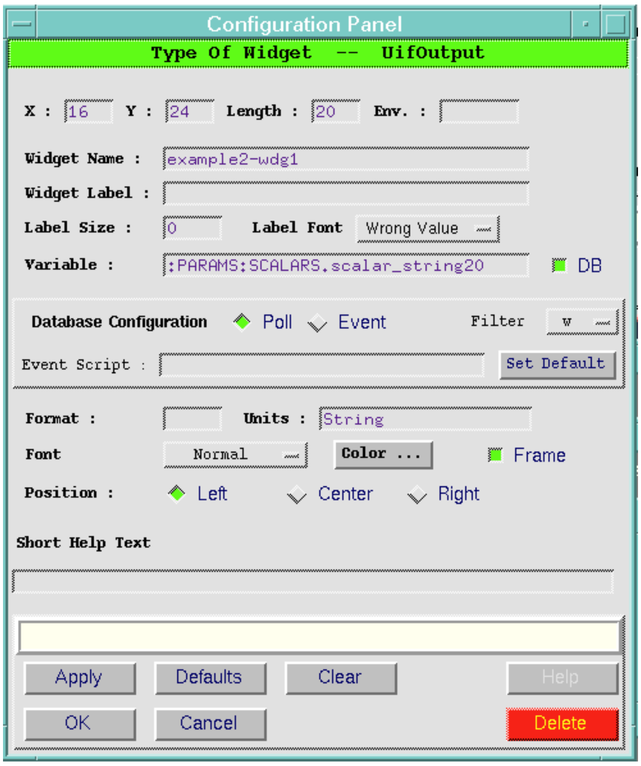
Short Help : Displays th help associated to each widget whent he user moves the curso on the widget.

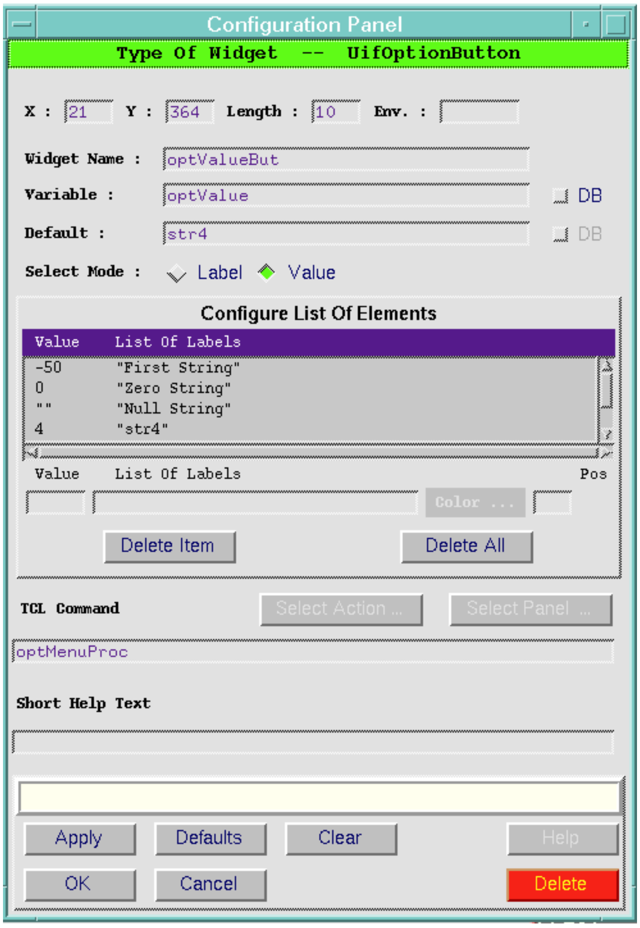
Action Area : By convention this part should contain buttons which are normally used to perform global actions on the panel.

Widget Configuration

The panel editor provides an easy way to create and configure widgets.

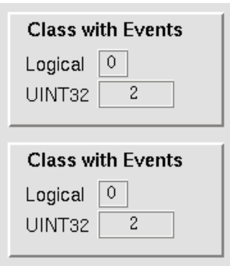
Widgets are configured with specific panels that give access to a sub-set of the widget's options in order to 'enforce' the same "look & feel" to all user interfaces.





Class Support

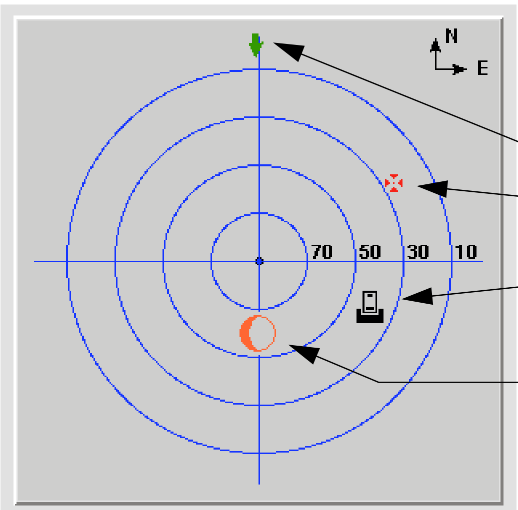
The panel editor support the use of `objects' allowing the GUI developer to design `panels' that can be shared by other interfaces, thus minimizing the maintenance and upgrading of a large number of panels.



This type of widget is suitable to display data coming from points in the database having the same structure.

For example the same widget can be used to display status information of motors of the same type

The panel editor allows the user to use widgets entirely implemented in incrTk and therefore to be able to use public domain widget libraries such as iwidgets.



This is an example of widgets developed in ncrTk and show the status of the telescope. The data displayed are:

- **Wind Speed and direction**
- **Target Object**
- **Telescope Position**
- **Moon position and phase**