



| The European Synchrotron

- **Background**
- **Motivation**
- **Developer meetings**
- **Meeting outcome**



Matias gave a talk “less is more” at the last meeting

(http://mxcube.github.io/mxcube/doc/meetings_2018_Diamond/mxcubemeeting_dls_lessismore.pdf)

**MXCuBE 1 released in 2005, at the time of Python 2.4,
it makes MXCuBE 13 years old, a lot has happened during this time**

- **Hardware Objects have evolved to include more features and more hardware support**
- **The way in which hardware on the beamlines are controlled have also changed**
- **Several institutes developing at once each with different priorities**

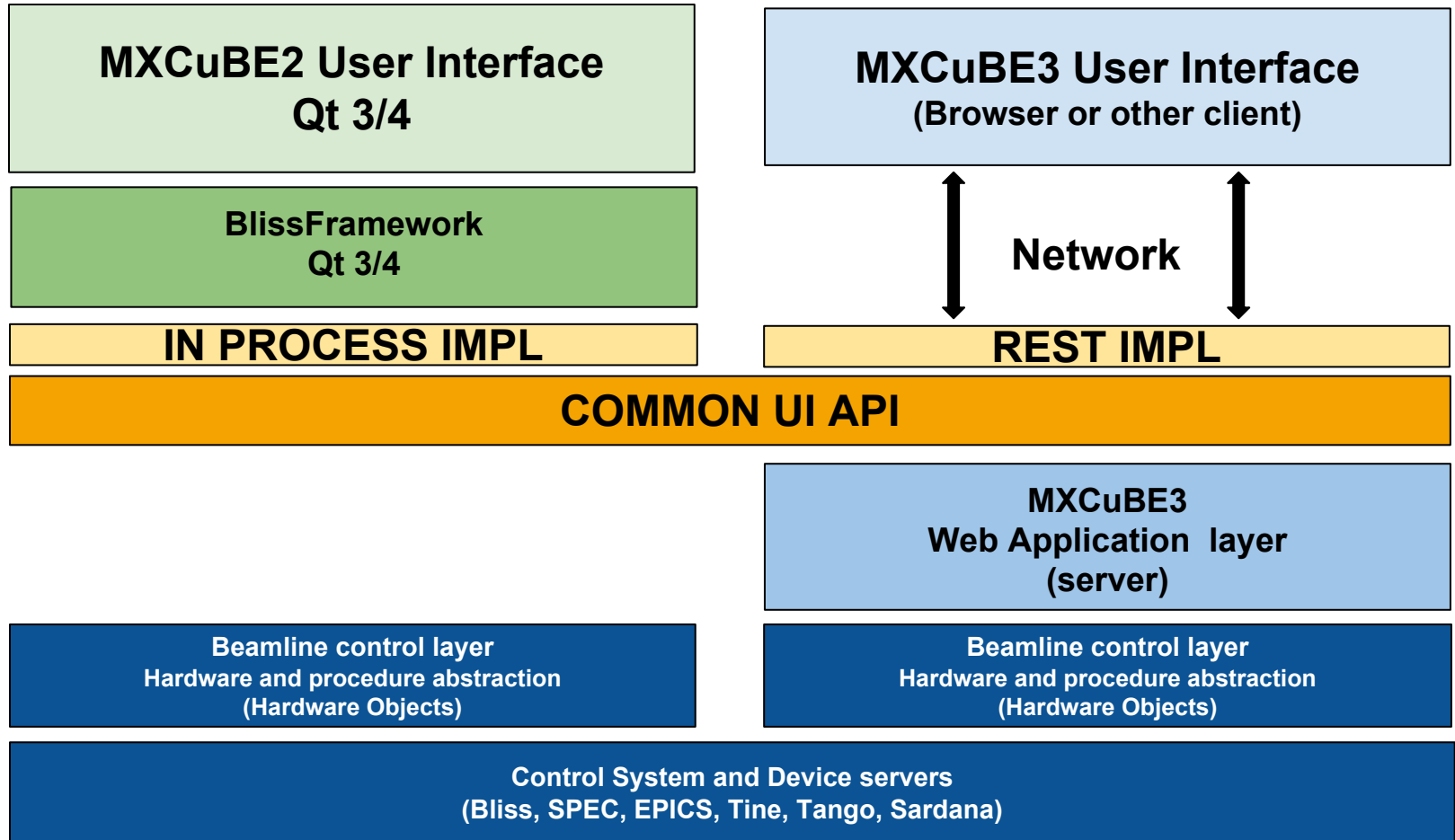
The challenge that we are faced with is two main branches 2.2 and master

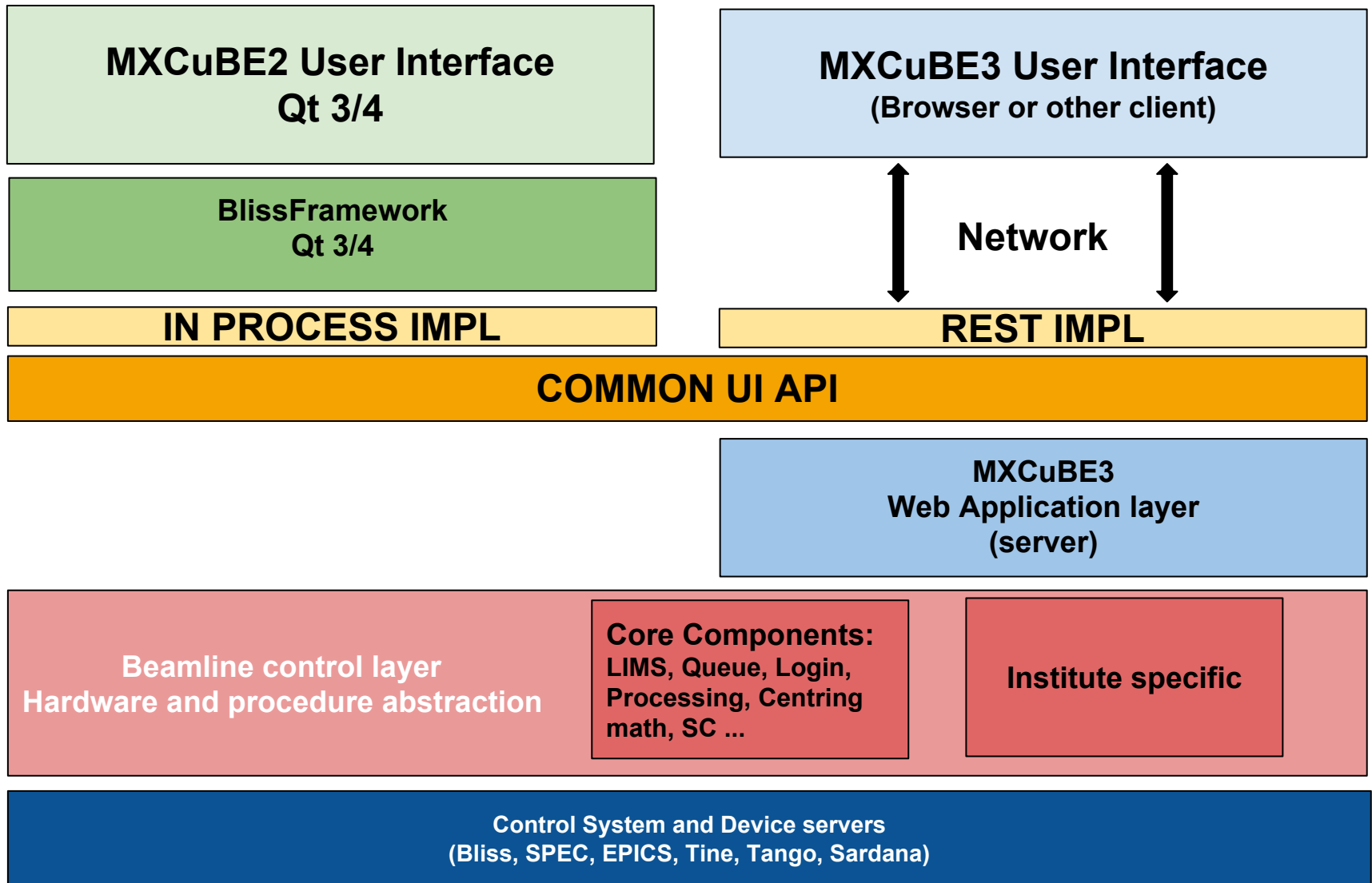
- **Each with different features and each with adaptations that are site specific**
- **How do we reconcile the two and provide a way to construct an architecture that further enables collaboration and reuse of software?**

- **Introduction of abstract base classes, to share code under more formal conditions**
- **Abstract base classes:**
 - **A solution, but perhaps not putting the effort in the right place, or perhaps not enough ?**
- **Releases and branches:**
 - **No common roadmap for releases on Hardware Objects**
- **Lack of coding standard, tests and documentation**

- **Matias talk presented some ideas of how to solve some of these limitations**
- **A discussion was triggered**
- **Steering committee decided that it was worth investigating further**
- **As a result monthly developer meeting to discuss and perform feasibility study of a solution**

Define common UI API to reconcile the applications and create platform for further developing the core components

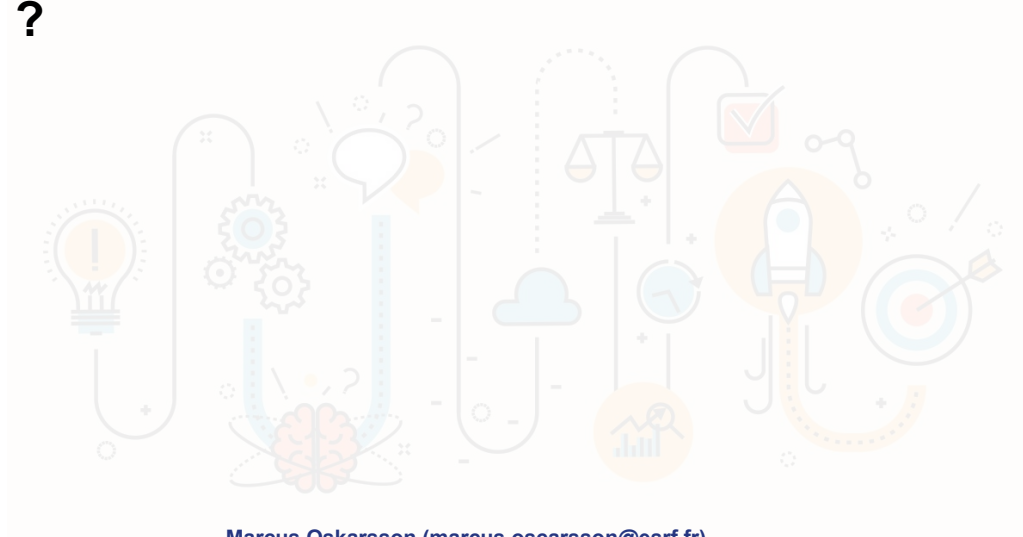




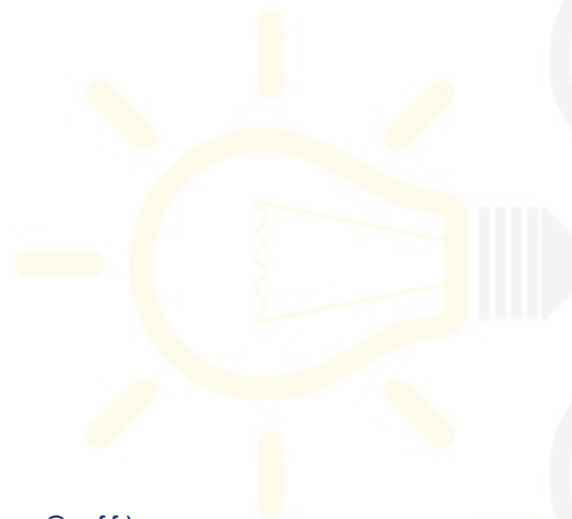
Developers meeting:

- **Monthly meeting with good attendance, nearly everyone has attended to all the meetings**
- **Great platform not only to address the main task given but also to diffuse technical knowledge about the project**

- **There seems to be a general consensus that the idea is good and feasible, there might still be questions on how ?**
- **The amount of time needed are however different between the two UI's Qt4 and Web**
- **We have not estimated any exact time, however it's not considered to be a substantial amount of time**
- **Roughly one month of full time for MXCuBE3, probably more for MXCuBE2 ?**



- **Provides a good starting point for understanding the project, can maybe even serve as documentation**
- **A common test suite can be provided to test the UI-API and integration test the entire MXCuBE application**



- **The original discussion can be found here:**
<https://github.com/mxcube/HardwareRepository/issues/139>
- **And meeting minutes are available here:**
http://mxcube.github.io/mxcube/doc/developers_meetings/index.html
- **The UI API specification can be found here:**
<https://github.com/mxcube/ui-api>

Ideas for discussion:

What do you think: is it still a good idea ?

How do we proceed, gradual implementation, everything at once or something else ?

Testing and coding standard ?

Continue the discussion on core components ?

Roadmap and milestones?



Thank you for your attention !

And thanks to everyone involved, Rasmus for the minutes and scheduling the meetings. The rest for productive discussions