GUI

1. General and specific widgets (LaserWidgetXavi, LaserWidgetAndreas)
2. How to do config files.
3. Common widgets and not , how to arrange gui.`
4. Some widgets depend on which other widgets exist. All widgets are not independent. Should we manage that in the tempest controller?

CONTROLLER

1. Threading
2. Widget to widget signal
3. In the individual controllers only send the class inside model that they will modify

MODEL

1. Nidaq general class?