A Light for Science



mxCuBE Data Collection

European Synchrotron Radiation Facility

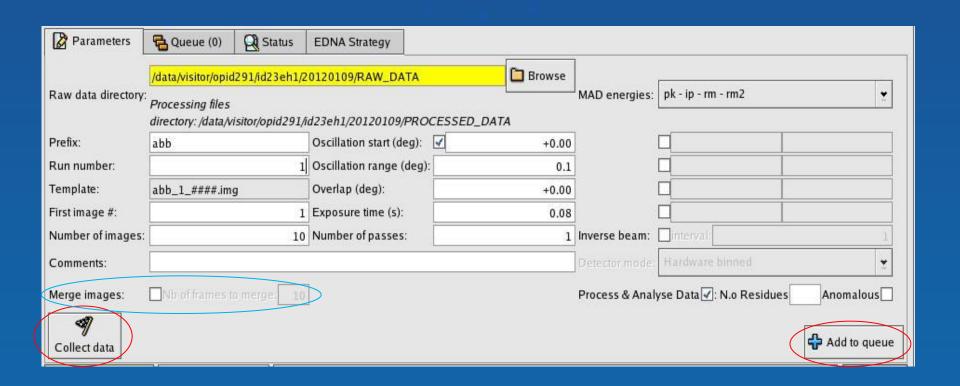


Data Collection Sequence Handling

- Parameters settings default and user defined
- Collection single and multiple (queue) sequence
- EDNA Characterisation
- Shutterless data collection
- Special cases helical data collection, 4D scan

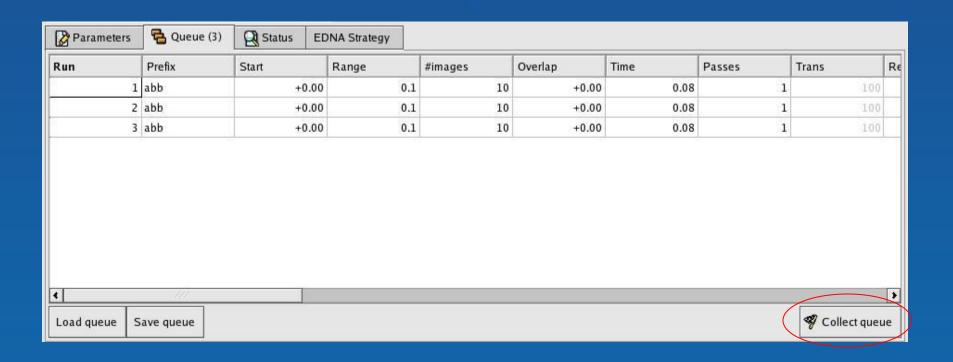


Parameters settings – DataCollectionParametersBrick



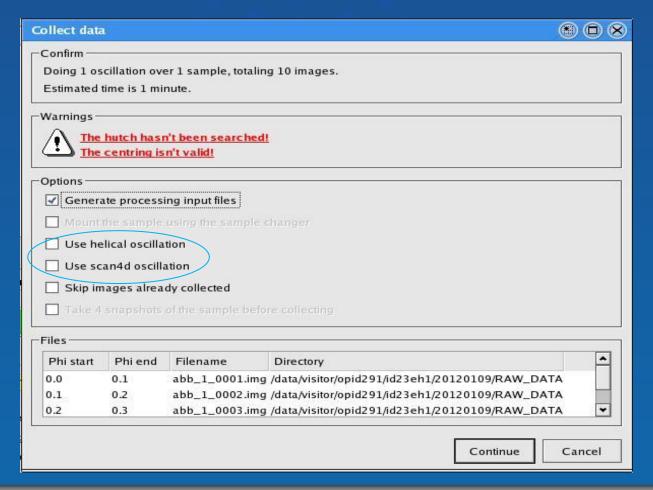


Data Collection - DataCollectQueueBrick



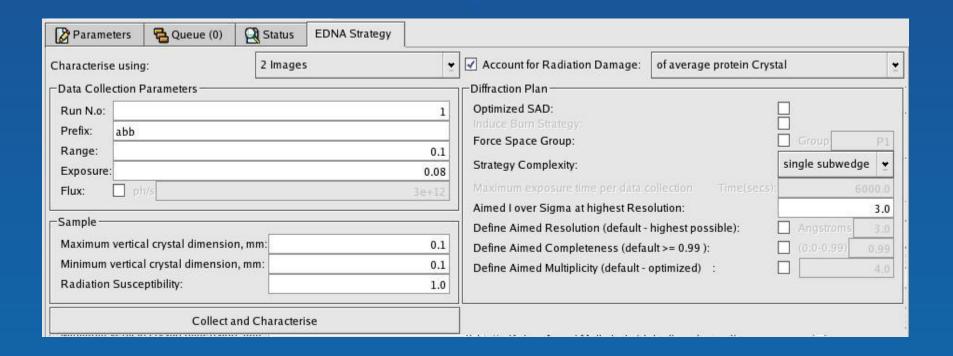


Data Collection – DataCollectBrick2





Data Collection - EDNARDBrick





Control – Datacollect hardware object

```
cprocedure class="DataCollect">
  <command type="spec" name="collectCleanup">datacollection_cleanup</command>
 <command type="spec"</pre>
  name="macroValidateParameters">validate_collect_parameters</command>
 <channel type="spec" name="stopscan">STOP_COLLECT_LOOP</channel>
 <channel type="spec" name="messages">eprodc_log_message</channel>
 <channel type="spec" name="fatalCollect">eprodc_fatal_collect</channel>
 <channel type="spec" name="xdsFile">XDS_INPUT_FILENAME</channel>
```



```
<safetyshutter>/safshut</safetyshutter>
 <resmotor>/exp/res</resmotor>
 <samplechanger>/sc</samplechanger>
 <minidiff>/udiff</minidiff>
 <slitbox>/slitbox</slitbox>
 <machcurrent>/mach</machcurrent>
 <cryostream>/cryospy</cryostream>
 <energyscan>/energyscan</energyscan>
 <detdistmotor>/exp/DtoX</detdistmotor>
 <transmission>/attenuators</transmission>
 <autoProcessingServer>localhost:23640</autoProcessingServer>
```



Control – non spec equipment

```
<device class = "Shutter">
    <username>SafShut</username>
    <taconame>id29/bsh/1</taconame>
    <interval>2000</interval>
</device>
```

Control – spec equipment

```
<device class = "SpecMotor">
    <username>Resolution</username>
    <specname>res</specname>
    <specversion>lid292:exp</specversion>
</device>
```

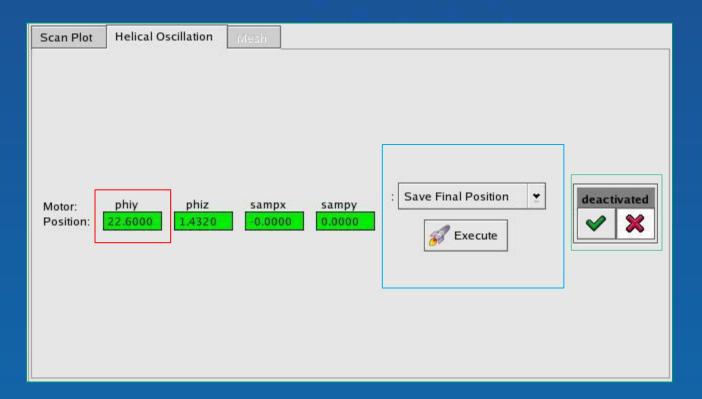


mxlocal.xml – example of local parameters used to change the DataCollectionParametersBrick appearance

```
<beamline_pars>
  <BCM PARS>
    <detector>
      <type>pilatus</type>
      <model>6M</model>
      <px>0.172</px>
     <py>0.172</py>
   </detector>
  </BCM PARS>
</beamline_pars>
```



Helical data collection



Label, Spacer, SpecValueBrick, CommandBrick, DuoStateBrick



Helical data collection

```
<device class="InOut">
       <username></username>
       <specversion>lid292:exp</specversion>
       <command type="spec" name="set out">helical oscil off</command>
       <command type="spec" name="set in">helical oscil on</command>
       <channel type="spec" name="state">HELICAL_OSCIL</channel>
       <offset>0</offset
</device>
colore class="MultiCollect">
       <datacollect>/datacollect</datacollect>
       <channel type="spec" version="lid292:exp" name="helical">HELICAL_OSCIL</channel>
       <channel type="spec" version="lid292:exp" name="detector">MXBCM_PARS["detector"]["type"]</channel>
       <channel type="spec" version="lid292:exp" name="shutterless">PILATUS SHUT</channel>
       <channel type="spec" version="lid292:exp" name="scan4d">HELICAL_SCAN4D</channel>
```



Helical data collection

```
cedure>
<specversion>lid292:exp</specversion>
<command> <type>spec</type><name>Execute</name>
  <argument><name></name><type>combo
    <item><name>Save Final Position</name><value>2</value></item>
    <item><name>Save Start Position</name><value>1</value></item>
    <item><name>Go To Final Position</name><value>22</value></item>
    <item><name>Go To Start Position</name><value>11</value></item>
    <item><name>Reset All Positions</name><value>99</value></item>
   </type></argument>
  <toexecute>helical_getpos</toexecute>
</command>
```



4Dscan data collection

- Only available with MD2 hardware/device server
- Used with shutterless pilatus to replace the helical data collection.

But:

 Could be used for mesh scan by using the queue to pass parameters to the collection procedure



Conclusion



- Relatively easy to add missing parameters
- Reuse of a Brick only by changing the hardware object
- Signal mechanism allows good flexibility.



- Strongly tight to spec hardware objects need refactoring
- Signal mechanism difficult to follow only visible in the GUI builder