



# EDM Displays

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SPEAR Controls

- What is EDM?
  - Pedigree
  - Documentation (such as it is)
- Why use EDM?
  - Designed to work with EPICS
  - Easily create new displays graphically
  - Extensible
- How are we implementing EDM?
  - Design rules for operational displays
- EDM demo
  - Index display
  - Diagnostics displays



# EPICS display managers

- **EDD/DM**
  - Developed at Los Alamos on Suns
  - Used for our RF diagnostic displays

begat
- **MEDM**
  - Developed at the APS with Motif

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- **DM2k**
  - Modified at Bessy (Till helped)
  - Ported to VMS by Clemens

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- ***EDM***
  - Written at ORNL/SNS by John Sinclair
  - See <http://www.sns.gov/projectinfo/epics/edm.ppt>



## Some useful links



- EPICS home page
  - <http://epics.aps.anl.gov/epics/>
- SPEAR EPICS home page
  - <http://www.slac.stanford.edu/~spear/epics/>
- SPEAR EPICS PV Database
  - <http://www-ssrl.slac.stanford.edu/speardb/pv.jsp>
- EDM User Manual
  - <http://www.slac.stanford.edu/comp/unix/package/epics/extensions/edm/edm.html>
- SPEAR EDM Design Rules
  - <http://www.slac.stanford.edu/~spear/epics/edmRules.html>

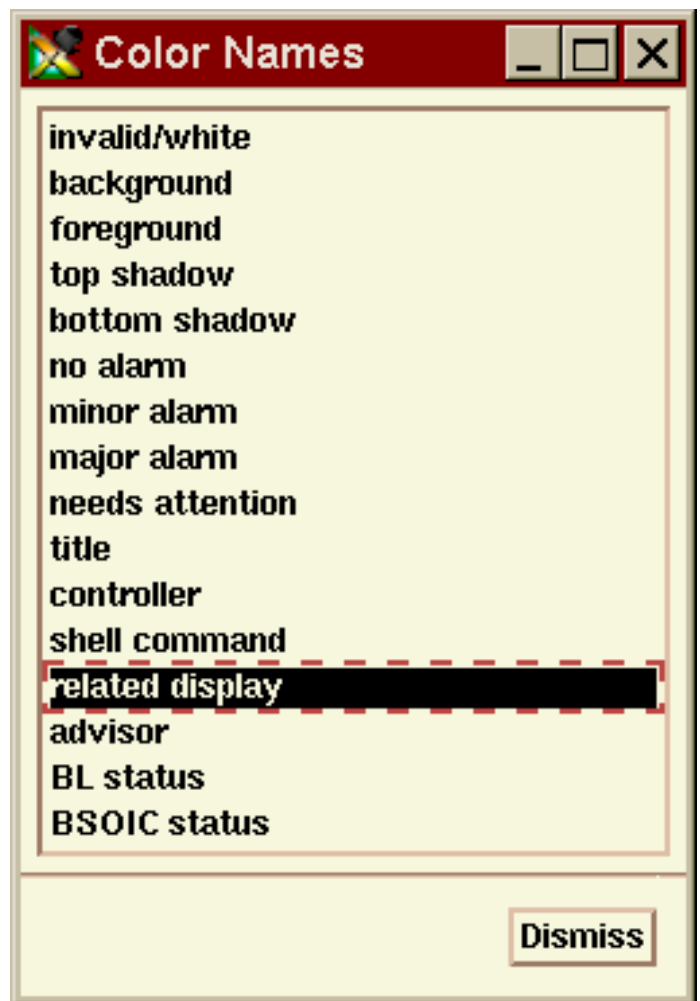
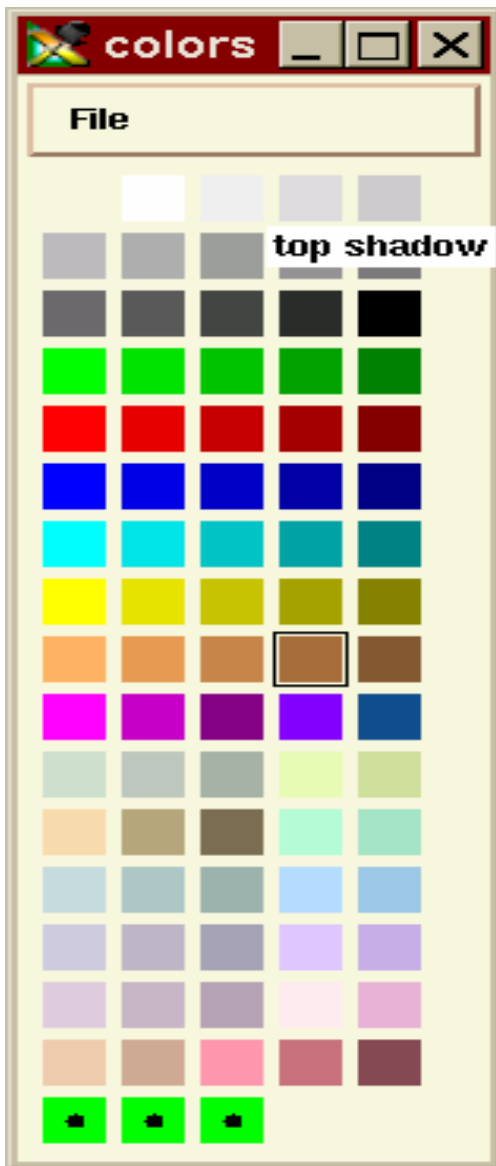


# Template Display





# Standard Colors & Rules





# Standard Default Scheme

Display Properties

ID

X

Y

Width

Height

Title

PV Type

Display Fg  foreground

Display Bg  background

Show Grid (G/g)  No

Snap to Grid (S/s)  No

Grid Spacing

Orthogonal Move (M/m)  No

Orthogonal Line Draw (L/l)  No

Text Fg  foreground

1st Control Fg  foreground

2nd Control Fg  invalid/white

1st Control Bg  background

2nd Control Bg  SPEAR blue

Top Shadow  top shadow

Bottom Shadow  bottom shadow

Default Text Font    B  I  L

Default Control Font    B  I  L

Default Button Font    B  I  L

Activate Callback  
 Deactivate Callback



# How to make flashing display

