THE GALILEO USER INTERFACE PROGRAMMER'S GUIDE

Andrea Balestra, Paolo Marcucci, Mauro Pucillo, Claudio Vuerli
Osservatorio Astronomico di Trieste

May 1994 - Pubblicazione Osservatorio Astronomico di Trieste n. 1455

Abstract

Programming the Galileo User Interface

The Galileo Telescope User Interface (TUI) can be used in several ways.

- From the command line
- From an interactive panel
- From an ancillary process
- From a macro

All these "channels" of interaction use a set of commands. These commands can be divided in two blocks: internal and external commands.

Internal commands

The so called internal commands are commands sent directly to the TUI, acting directly to modify the behaviour of the user interface itself.

A good example of an internal command is the **`LoadPanel`** command. It does nothing in term of telescope management, but opens an interactive panel thus modifying the functionality of the TUI.

A detailed explanation of internal commands can be found later in the **List of internal commands** section.

Internal commands don't follow the <**`sys_unit_item`**> naming convention.

External commands

External commands are all commands related to VMEs and ancillary processes. They can be

issued by the normal interaction channels, but they are typically embedded in interactive panels.

External commands follow the <**sys_unit_item**> naming convention.

Ancillary Processes and Macros

Ancillary Processes

Macros

List of internal commands

Exit

Exits the TNG WSS software

Syntax:	`EXIT`
Operands:	None.
Description:	This command is used to terminate all operations of the Telescope User Interface. It pops up a dialog box that lets the user to confirm his/her choice. After the user had pressed the OK button, the User Interface will send a STOPPED signal to the **`init`** process, thus forcing a clean shutdown of the whole system.

Set

Sets a series of working parameters

Syntax:	`SET SYSTEM|UNIT|USERLEVEL [op]`
Operands:	the `op` operand can assume the following value: **SYSTEM** Sets the default system to which subsequent commands (entered via the command line) are sent. `SET SYSTEM VMAZ` sets VMAZ as the default system. Note that the prompt in the command line will change accordingly (VMAZ_). To reset this setting, simply enter the SET SYSTEM command without the third operand.

	UNIT Sets the default unit to which subsequent commands (entered via the command line) are sent. `SET UNIT COM` sets COM as the default unit. This command has to be issued after a SET SYSTEM command, otherwise no action will be taken and no default unit will be set. Note that the prompt in the command line will change accordingly (VMAZ_COM_). To reset this setting, simply enter the SET UNIT command without the third operand. **USERLEVEL** Currently not implemented. It will change the USERLEVEL for the current session. This change will allow technical personnel to access specialized parts of the TUI for maintenance purposes.

Help

Activates the help system.

Syntax:	`HELP [helptopic]`
Operands:	If the command is issued without parameters, it takes the user to the index page of the Galileo help system. If the command has the `helptopic` parameter, it starts the help system taking the user to the required page.
Example:	`HELP tng_home`

Spawn

Launches an external program without waiting for its completion.

Syntax:	`SPAWN progname`
Operands:	`progname` is the name of the external program to be executed. The program to be launched has to be in the default path or a complete path has to be specified by the user.
Example:	`SPAWN xterm`

LoadView

Loads a view panel and displays it on the current screen.

Syntax:	`LOADVIEW panel`
Operands:	`panel` is the name of the view panel to be displayed
Example:	`LOADVIEW time` The view panel file name should not contain directory information or suffix. View panels are stored in the **TNGDATA** directory and have the **`.view`** suffix.
Notes:	This command selects an available slot from the view panels pool maintained by the UIF. The index of this slot is displayed in the title bar of the opened panel and can be used by the CLOSEVIEW command to close the view panel and thus freeing the claimed slot in the view panels pool.

LoadPanel

Loads an interactive panel and displays it on the current screen.

Syntax:	`LOADPANEL panel`
Operands:	`panel` is the name of the interactive panel to be displayed
Example:	`LOADPANEL telman` The interactive panel file name should not contain directory information or suffix. Interactive panels are stored in the **TNGDATA** directory and have the **`.pan`** suffix.
Notes:	This command selects an available slot from the interactive panels pool maintained by the UIF. The index of this slot is displayed in the title bar of the opened panel and can be used by the CLOSEPANEL command to close the interactive panel and thus freeing the claimed slot in the interactive panels pool.

Exec

Executes a macro

Syntax:	`EXEC macroname`
Operands:	`macroname` is the name of the macro to be executed. Macro names should not contain path informations, all macro are stored in the **`~/macro`** subdirectory. The macro editor subsystem writes and reads macros from that

	directory.
Example:	`EXEC fullsetup`

CloseView

Operands:

Description:

ClosePanel

Operands:

Description:

AddTMlist

Operands:

Description:

DelTMlist

Operands:

Description:

ShowAlarm

Operands:

Description:

ShowWarning

Operands:

Description:

EnableGroup

Operands:

Description:

DisableGroup

Operands:

Description: