



Touch-Screen Web Interfaces



A touch screen (mobile or not mobile) has a significant impact on the kind of interaction between humans and control systems. This paper describes the development of some widgets and applications based on touch screens. The technologies used (for example PUMA, JavaScript and SVG) will be discussed in detail. Also a few tests and use-cases will be described compared with normal screens, mouse and keyboard interaction.

PAnTher

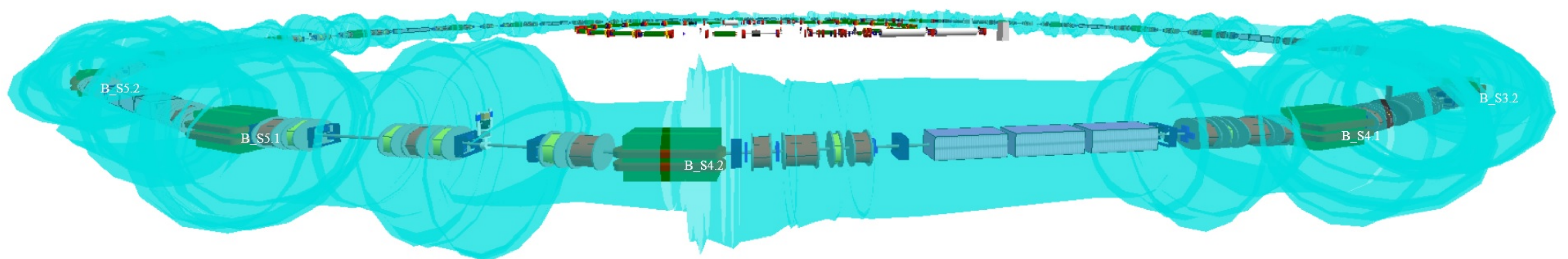
Particle Accelerator in 3D



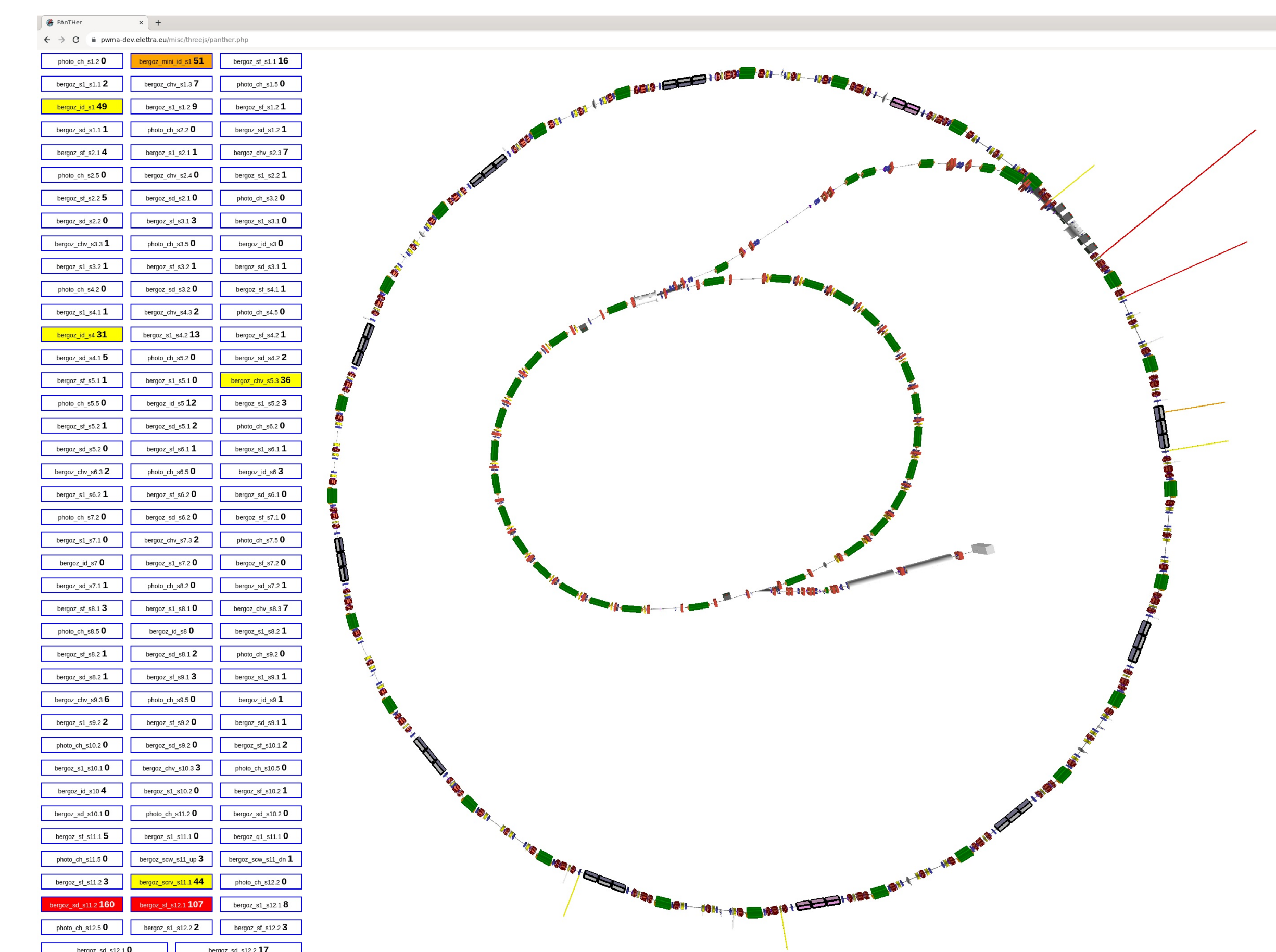
We implemented about 35 **COMPONENTS**, some of them are clearly miming the reality others are more symbolic



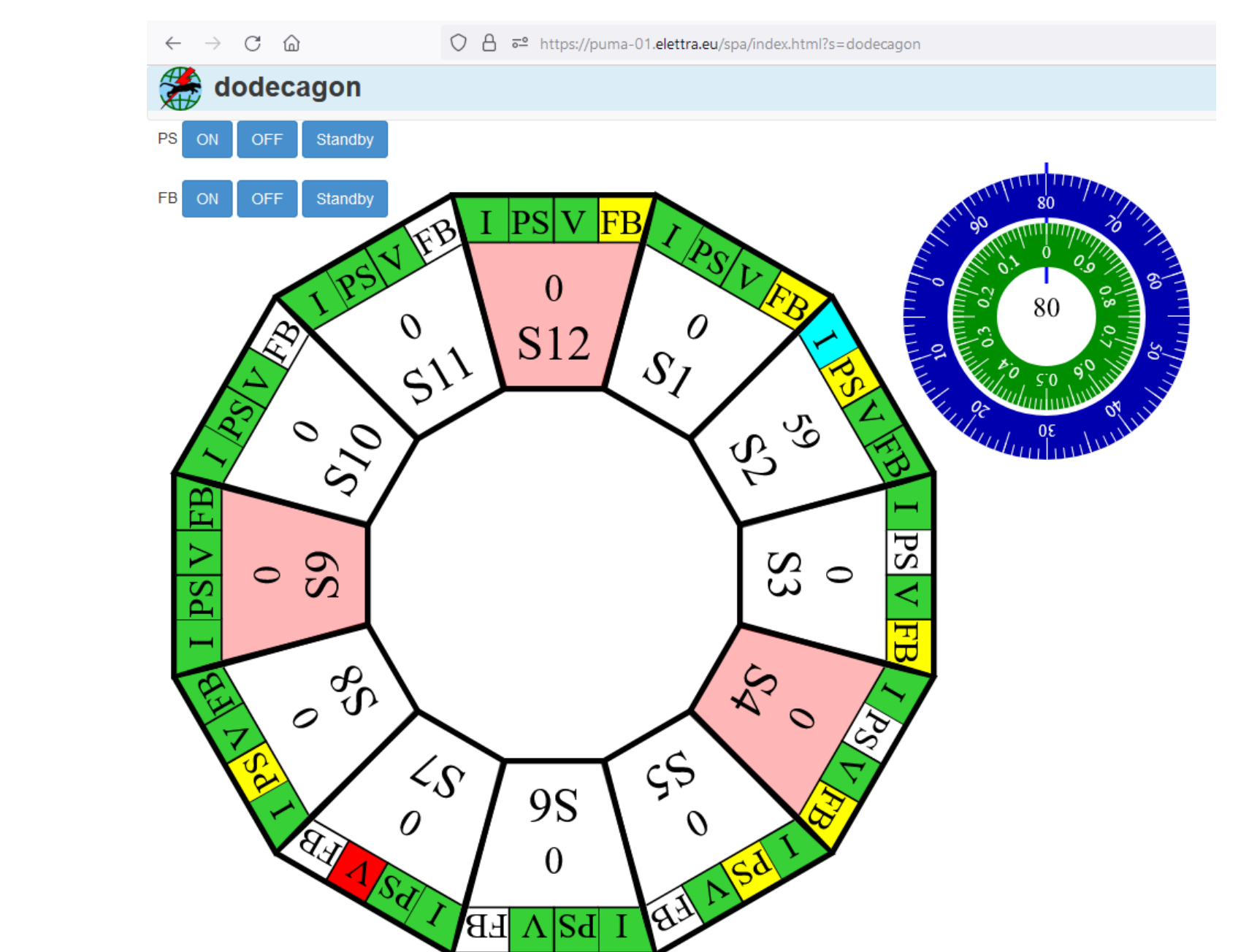
ENVELOPE is a transparent tube proportional to the statistical dimension of the beam magnified by a 10 million factor; envelope data is taken from a simulator



BEAM LOSS MONITOR data is displayed as an histograms and on a side *flexbox* table



DODECAGON is an SVG based application in which each of the 12 sections can be selected. Users can switch ON, OFF and standby High Voltage power supply and/or Feedbacks and set a value using the knob component



The Booster **SEXTUPOLE** is a compromise between the adherence to the reality and the simplicity of the model

