WRAP: Web-based Rapid Application Development Platform

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EXTERNAL DATA SOURCES
Device discovery via Controls Configuration Service (CCS)
Metadata via Injector Controls Architecture (INCA)

PERMISSIONS
Others can view, edit, administrate

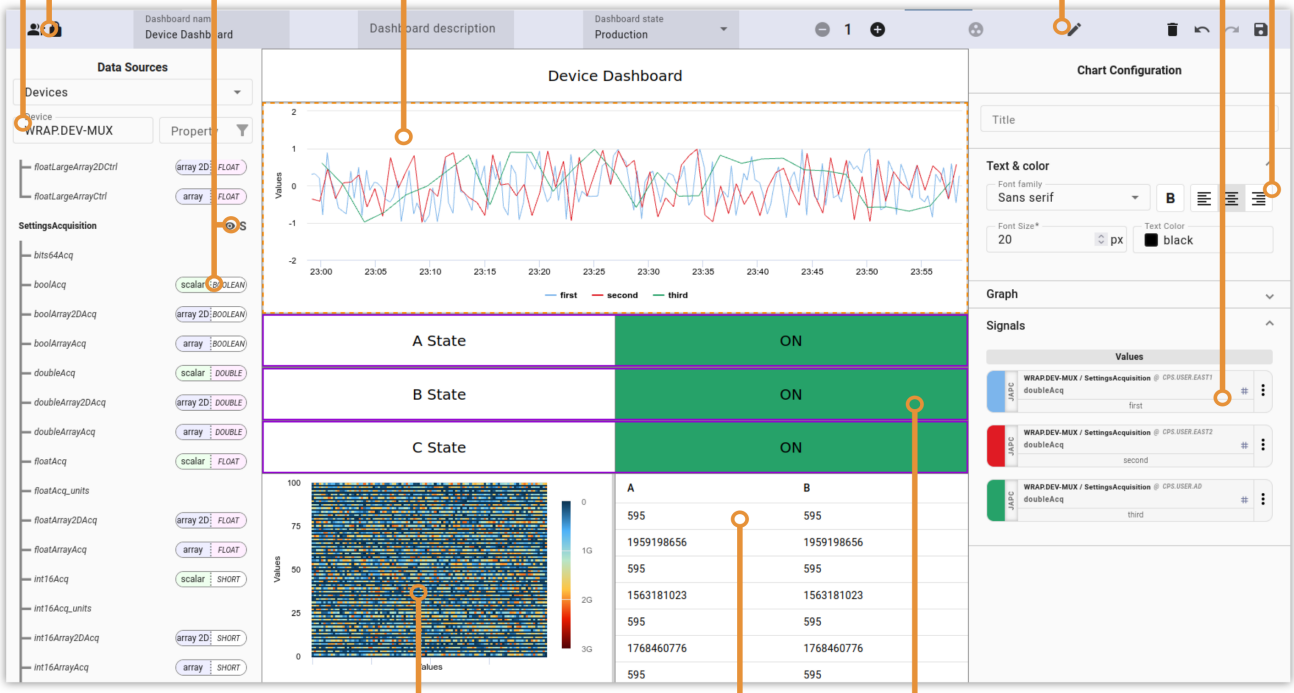
METADATA
Consolidated from low level definition / high-level services

CHART WIDGETS
Display live and/or historical time-series data
Snapshots of 1D data live data can also be rendered

EXTENSIVE CUSTOMIZATION
Font sizes, colors, graph options, etc.

DATA SOURCE ASSIGNMENTS
Type-aware, slicing support

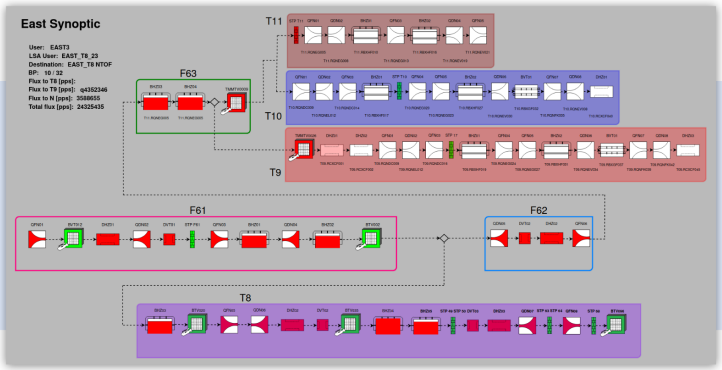
BULK EDIT SUPPORT



HEATMAP WIDGETS
Display live and/or historical 1D time-series data Snapshots of 2D data live data can also be rendered

TABLE WIDGETS
Display live scalar, 1D, and 2D data
Control row / column / label display

DYNAMIC LABEL
Display live scalar values, multiple supported formats
The background can also be driven by live data, mapped to colors



SSVG WIDGETS

Stateful Scalable Vector Graphics (SSVG) files can be created by **embedding** metadata on regular SVG files.

This metadata can used to turn a static image file into a dynamic **custom widget** by dictating how data can be injected into it, and optionally what animation should be triggered. All data source semantics and **data acquisition** options can be applied similarly to any native widget.

DATA ACQUISITION

WRAP connects directly to devices and incorporates layers of:

- **Transformation**, based on metadata to make the payload conform to UI needs
- **Synchronization**, to guarantee coherency of updates
- Message **aggregation** through websocket, to make the data available