GUI Style Guide for Control System Applications at ESS

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Abstract

To help developers create consistent-looking control system application GUIs, the European Spallation Source Integrated Control Systems group asked Cosylab to develop a Style Guide (SG) document. Its purpose is to avoid that GUIs needlessly diverge and make the end-result of all screens combined look harmonious, even if GUIs have been developed over several years by many contributors. Also it will speed up development by letting developers start from design patterns, rather than starting “from a blank page”.

The document defines a set of basic panel sizes, containing a 960px-style grid for consistent organization of content. It also defines color scheme and font usage, inline with the consistent organization of content. It also defines color scheme and font usage, in line with the overall ESS corporate communications manual, with the addition of signal colors.

In addition it shows example screens to serve as GUI design patterns for typical screen types such as engineering screens, control applications and synoptic screens.

It concludes by setting rules and recommendations for the usage of automation symbols and display of engineering and physical units. The document is further complemented by a separate document with Usability Guidelines for Human-Machine interfaces.

Control Screens matching ESS Brand

GUI colors and fonts were chosen to match the ESS color scheme as defined in the ESS corporate communications manual. This way the GUIs will also be harmonious when used in conjunction with web-based applications that are made in style of the ESS website.

Default Panel Sizes and a Grid

A grid is a proven technique for creating consistent looking GUIs e.g. in web-design. The style guide defines a “960 pixel grid” in 12 columns.

From this basis, 2, 3, 4 and 6 column layouts can be derived and combined.

The style guide also provides patterns for smaller screens/dialogs. For full screen applications it recommends combining smaller grid-based elements.

SUMMARY AND CONCLUSIONS

A. Style guide is the right first step towards designing for high usability. It is a must to achieve consistent looking GUls.

B. A logical next step is a Usability Guidelines Document to also cover dynamic behavior of GUls. Cosylab also delivered this at the request of ESS.

C. The final step in high usability design is applying the principles of goal directed interaction design consistently throughout the software development project.

Design Patterns and Other Reuse

Various design patterns reuse best practices from other projects on the design of:

- control screens
- diagnostics screens
- synoptic views
- automation symbols (from ITER CODAC)
- browsing and navigation

Signals stand out from Background

Alarms and signals clearly stand out from the background. Their full saturated colors clearly stand out from the by-design subdued backgrounds.

The included design patterns illustrate how to use moderate-sized LEDs and other indicators. This keeps a balance of bright colored signals versus sober backgrounds and maintains aesthetics. (Control GUI ≠ Christmas Tree)

Titillium + Open Sans Fonts

The SG defines Titillium for titles (only). This Open Source font is the ESS corporate font and has nice distinctive features. But to maximize readability for the body of the GUIs also at smaller sizes, Open Sans is chosen. This Google font is a modern, humanist sans-serif (i.e. NOT just another Arial)

GUI ≠ Christmas Tree

Various design patterns illustrate how to use subdued backgrounds. This keeps a balance of bright colored signals versus sober backgrounds and maintains aesthetics. (Control GUI ≠ Christmas Tree)