
Subject: Silos-master

Posted by [Mindtraveller](#) on Tue, 09 Aug 2011 22:24:13 GMT

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App was made for one of my customers. It is alive and upgraded monthly.

Silos-master is a kind of universal measuring system for industry. Uses a various set of sensors to determine an amount of product within the silos. Highly customizable options, different sensor types support (acoustic, rotor, tenso, etc.).

Supports work as distributed network of units: server, clients and operators.

Features include:

- * solid U++ project consists of 9 custom packages
- * heavily multithreaded using Mt and MtAlt, using sync object for queueing sensor requests
- * "static driver" approach enables adding more sensors almost without changing common code (just register new sensor class).
- * Adaptive "vector" interface elements made with Painter package (using gradients and antialiasing)
- * Network mode; App can connect to itself from another IP-address using one of predefined roles; works as server, as a client or as a mixed unit (clent/server at the same time); using Web package heavily, especially HttpServer and HttpClient.
- * Incremental network update mode is used for slow or irregular connections automatically (i.e. incremental logs synchronization between operator and server or), setting highest priority to synchronizing actual measured data, and lower priority for log sync
- * Using modem/GSM connections, TCP/IP or RS-485 for network regardless of actual connection type; connections may be duplicated (as backup in case of primal connection failure). Implemented with a number of custom packages.
- * adapting GUI for touchscreen
- * custom copy-protection wich doesn't use any Internet connection
- * sqlite3 based log system
- * supports fullscreen "easy-view" just using one additional small window class (very easy added)

Here's link to the site about Silos-master (sorry guys, currently in Russian).

Interface:

<http://www.silos-master.ru/interface/>

Silos-master network structure options:

<http://www.silos-master.ru/system/>

U++ rule!
