Subject: Silos-master
Posted by Mindtraveller on Tue, 09 Aug 2011 22:24:13 GMT

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 customizible 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!

Subject: Re: Silos-master
Posted by koldo on Wed, 10 Aug 2011 07:13:33 GMT

Nice!

Subject: Re: Silos-master
Posted by tojocky on Fri, 12 Aug 2011 08:58:44 GMT

View Forum Message <> Reply to Message

Hello Pavel,

Very nice application.
Can you answer which method do you use to communication between server and client side?

Thank you in advance.
Ion.

Subject: Re: Silos-master
Posted by Mindtraveller on Fri, 12 Aug 2011 10:30:09 GMT

View Forum Message <> Reply to Message

Hello, Ion. For Web interaction I use HTTP protocol, for GSM/etc. I use custom protocols with error detection.

Subject: Re: Silos-master
Posted by mdelfede on Fri, 26 Aug 2011 10:00:48 GMT

View Forum Message <> Reply to Message

Hi,

just curious... which kind of copy protection ?
Platform independent too ?

Ciao

Max

Subject: Re: Silos-master
Posted by 281264 on Sun, 28 Aug 2011 11:51:58 GMT

View Forum Message <> Reply to Message

Congratulations; it is fine and interesting.

Some queries:

---

how is the installer tool?
What application do you use?

Best wishes,

Javier

Subject: Re: Silos-master
Posted by Mindtraveller on Mon, 12 Sep 2011 11:48:01 GMT
View Forum Message <> Reply to Message

mdelfede wrote on Fri, 26 August 2011 14:00Hi,

just curious... which kind of copy protection ?
Platform independent too ?

Ciao

Max

Hello, Max

I use custom protection package. I can't rely on existing internet connection (industrial automation
unit are commonly work in local networks disconnected from Internet).
Yes, it's cross platform.
It uses hardware data (acquired by Functions4U package).
Windows part "saves" to registry. POSIX parts "saves" to a file in user directory.
So it's not a kind of "hard" protection. It was not my initial intent to make professional-level
protection.

Subject: Re: Silos-master
Posted by lectus on Wed, 26 Dec 2012 01:40:48 GMT
View Forum Message <> Reply to Message

How did you draw these images?

Subject: Re: Silos-master
Posted by Mindtraveller on Wed, 26 Dec 2012 07:29:08 GMT
View Forum Message <> Reply to Message

Actually versions 1 and 2 just drawn prerendered images.

Versions 3.x uses drawing with Upp::Painter which is scalable to ANY display resolution.

Subject: Re: Silos-master
Posted by Mindtraveller on Wed, 26 Dec 2012 07:34:30 GMT
View Forum Message <> Reply to Message

for small window:

File Attachments
1) sm1.jpg, downloaded 1078 times

Subject: Re: Silos-master
Posted by Mindtraveller on Wed, 26 Dec 2012 07:36:10 GMT
View Forum Message <> Reply to Message

for large window:

File Attachments
1) sm2.jpg, downloaded 1158 times