

7.1 Features of the User Interface

After a system is powered up and running, the JetStep Controller should automatically start up at the Operator's Console. If this is not the case, select **Applications** → **Gandolf Technologies** → **JetStep Interfaces** → **JetStep Controller** from the desktop menu. The initial screen is always the **Startup** screen as shown in Figure 7-1.

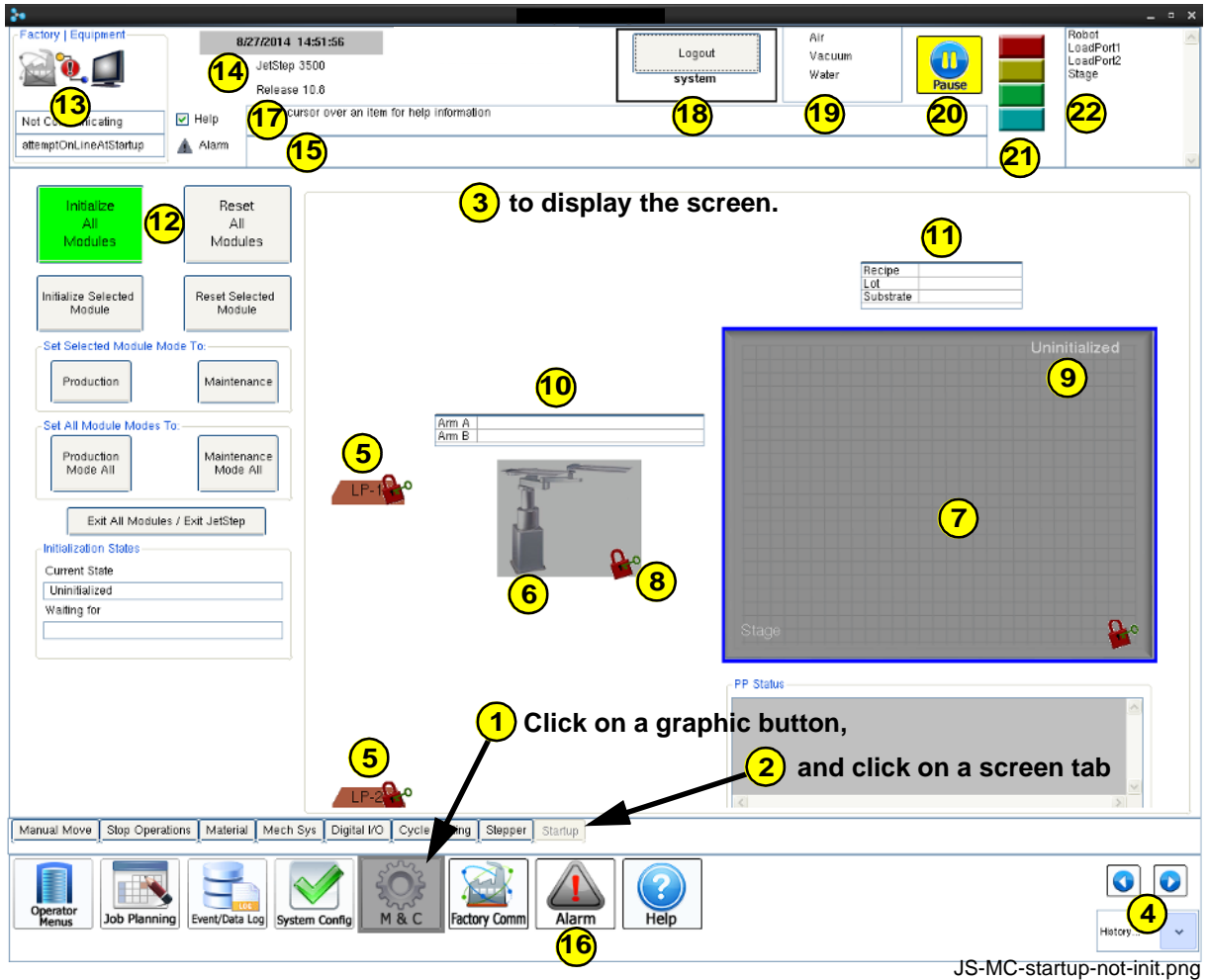
Features:

- **Navigating** – Click on any large graphic button (1) and then click on the smaller screen tab (2) to navigate to a specific screen (3).
- **History buttons** (4) help you navigate back and forth through previously selected screens.
- **Animated system modules** – The **Startup**, **Job Execution**, and **Manual Move** screens show the system modules as graphic objects. When a job is running, these graphics simulate the movement of substrates from a Load Port (5) to the Robot (6) to the Stage (7).
- **Lock icon** (8) indicates an uninitiated module (not ready for use).
- The Stage graphic identifies its status (9) with labels such as **Uninitiated**, **Processing**, and **Completed**.
- **Robot Status** (10) and **Stage Status** (11) tables display substrate name, location, recipe, and job.
- **Function buttons** (12) are clustered on the left for ease of use.

Note

Features 13 to 22 appear on every screen.

- **Network status** (13) (connection to factory host) is displayed at top left of every screen.
- **System information** (14) identifies the current system.
- **Alarm messages** (15) appear in this field. The **Alarm button** (16) also turns yellow or red.
- A **Help field** (17) provides one line of context-sensitive help.
- **Login/logout** (18) is done via this button.
- **Facility monitoring indicators** (19) operate only when a job is running. A green dot appears if a facility is within specification and a red dot appears if there is an error.
- For the **Pause/Resume button** (20), **Pause** indicates that a job is running or the system is idle. **Resume** indicates that the current job was halted or stopped and must be manually resumed.
- The **Light Tower** (21) duplicates the operation of the physical Light Tower mounted on the corner of the enclosure.
- The **Module Names** (22) focus the screen on the selected module such as the Stage.



JS-MC-startup-not-init.png

Figure 7-1: M&C: Startup Screen