

A Tclish Espresso Machine: — Project update (after 7 years)



A programmer talks about espresso.

John Buckman in Vienna, Austria (July 2023)

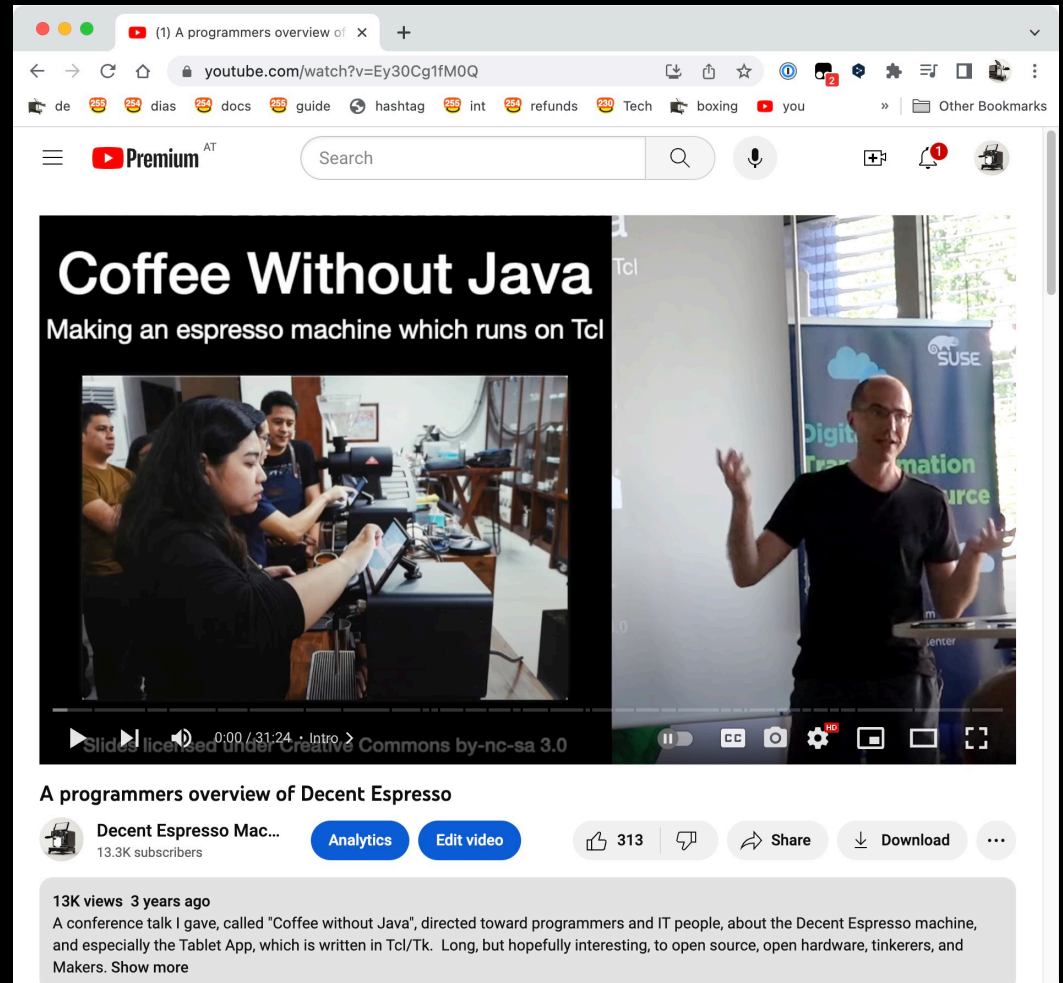
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<http://decentespresso.com/doc/>

In 2019

I presented here,
and 13,000 people
watched!

<https://www.youtube.com/watch?v=Ey30Cg1fM0Q>



The screenshot shows a YouTube video player interface. The video title is "Coffee Without Java" with the subtitle "Making an espresso machine which runs on Tcl". The video player shows a man presenting in front of a screen. Below the video player, the channel name "Decent Espresso Mac..." is visible with 13.3K subscribers. The video has 13K views and was uploaded 3 years ago. The description mentions a conference talk about the Decent Espresso machine and the Tablet App, written in Tcl/Tk.

Coffee Without Java
Making an espresso machine which runs on Tcl

A programmers overview of Decent Espresso

Decent Espresso Mac...
13.3K subscribers

Analytics Edit video

313 Share Download

13K views 3 years ago

A conference talk I gave, called "Coffee without Java", directed toward programmers and IT people, about the Decent Espresso machine, and especially the Tablet App, which is written in Tcl/Tk. Long, but hopefully interesting, to open source, open hardware, tinkerers, and Makers. Show more

What is this?

an espresso machine built from scratch



Why?

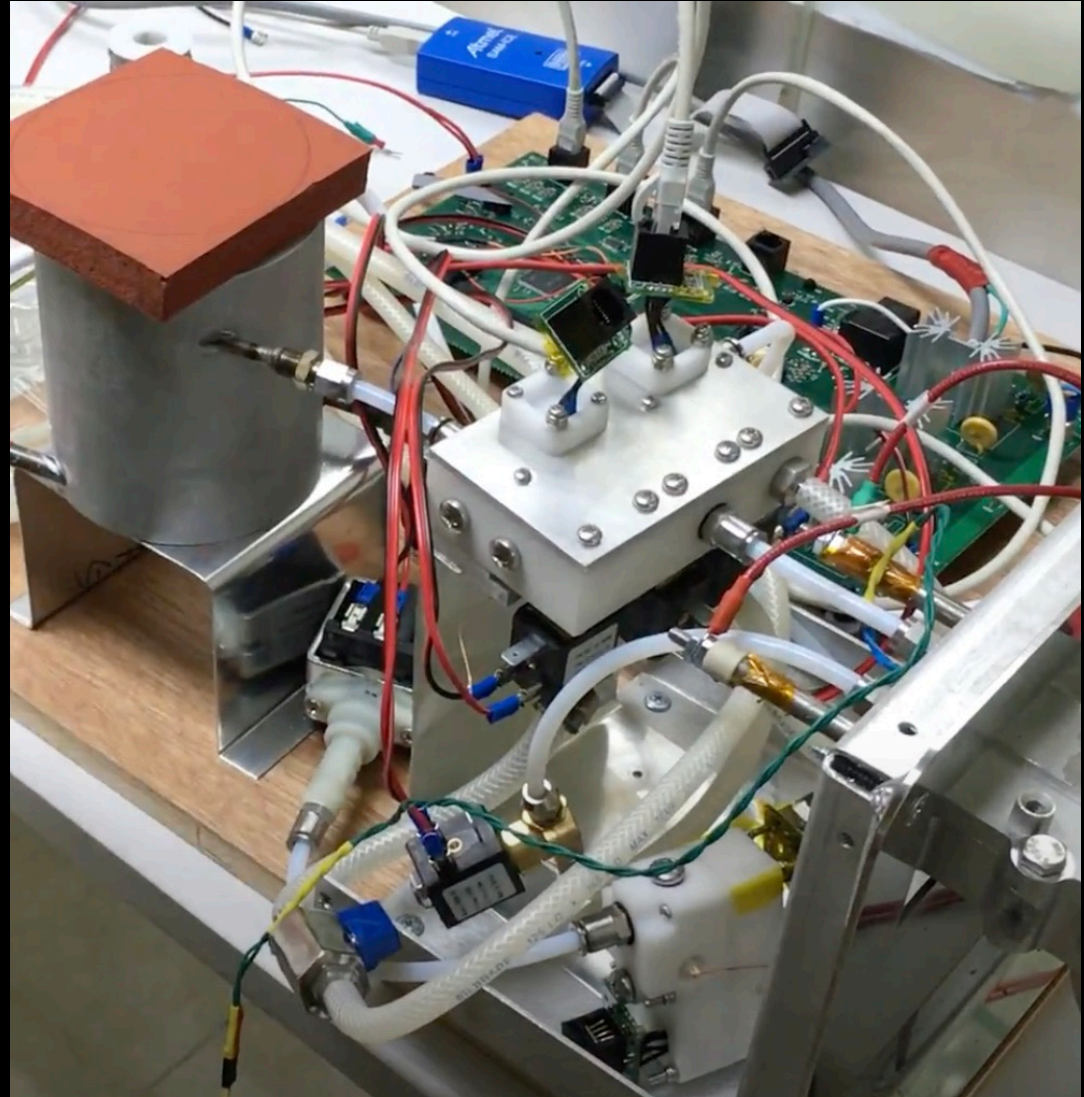
- because espresso was pre-scientific
- espresso machines were hard wired for one approach only

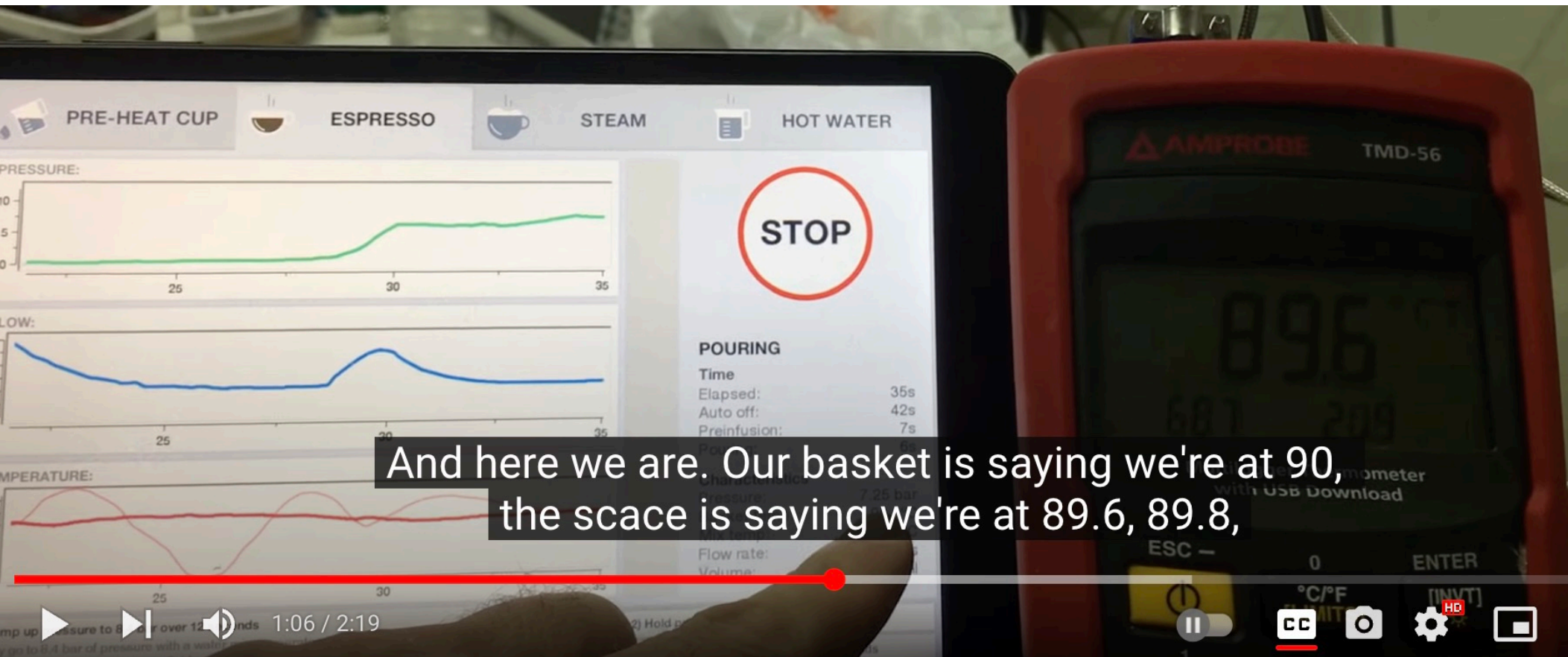


So? What to do?

sensors were needed to
capture real data

<https://www.youtube.com/watch?v=AS6FGEWScmU>



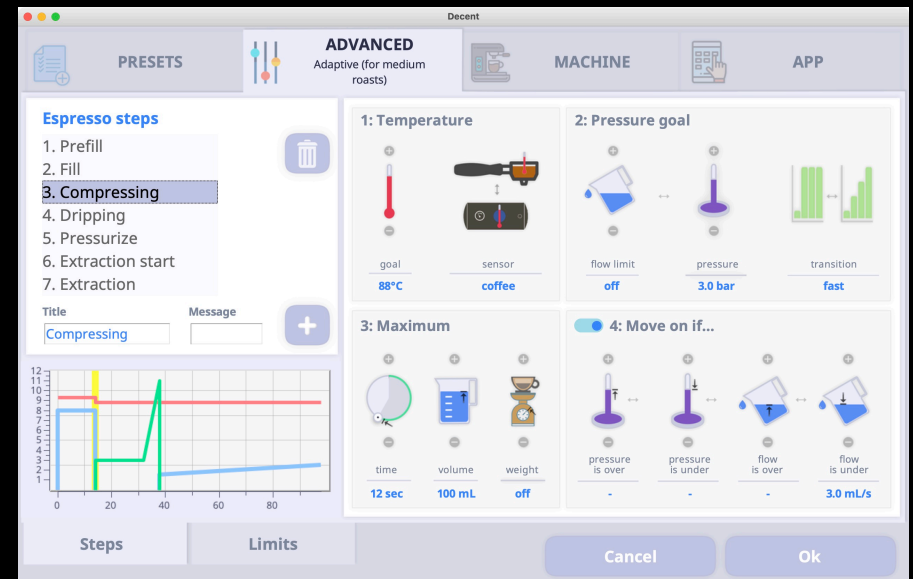


<https://www.youtube.com/watch?v=zfJ-dNjHdFE&t=3s>

An app was needed to display data neutrally and truthfully

Programming espresso shots

a visual espresso-programming tool to encourage experimentation

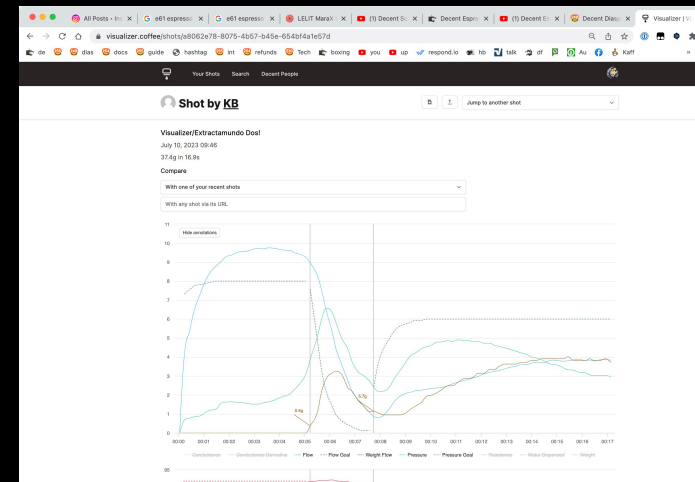
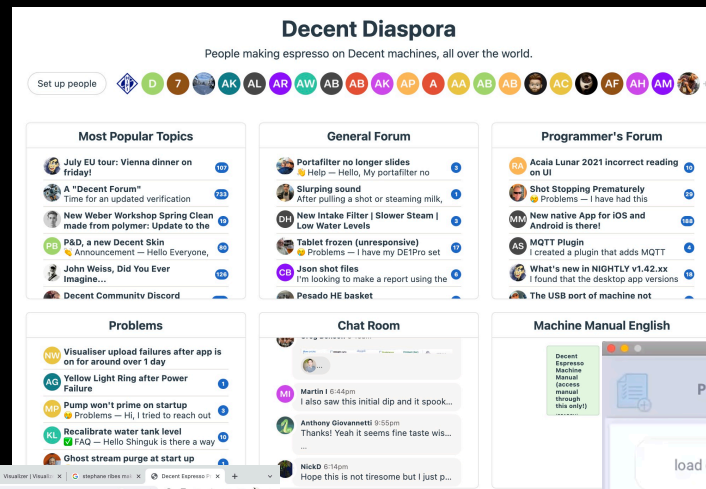


Communicating

sharing of learning, best practices, integration of research results



<https://www.youtube.com/watch?v=VEzH1JBA3k8>



<https://visualizer.coffee/>



<https://www.youtube.com/watch?v=3lb63xBNrzw>

Simplifying & Sharing

Distribution of what was learnt to non-experts

The 4 mothers: a unified theory of espresso making recipes

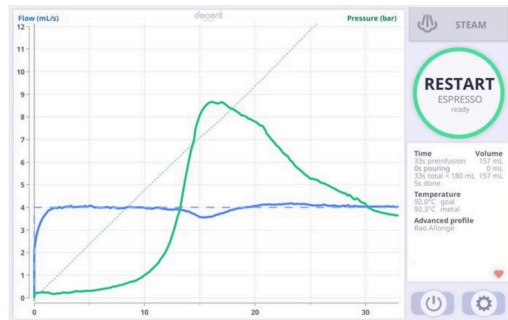
John Buckman · Last updated June 20, 2023 1:38pm

I've been working on a "unified theory of espresso making recipes", which results in 4 "mother" recipes.

The optimal espresso curve

But before I plunge into that, I want to make the argument that there is an **arguably optimal pressure curve for espresso recipes**.

You can see it as the pressure profile that occurs naturally when constant flow water is used to make an Allongé recipe coffee on the Decent. The resulting pressure is a reflection of the declining puck resistance over time, as the puck loses material to the espresso drink.



allongé curve.jpeg · 78.3 KB · [View full-size](#) · [Download](#)

Coffee-making variables

Some key variables for espresso

Watch our video: [Espresso is difficult](#)

Flow rate:

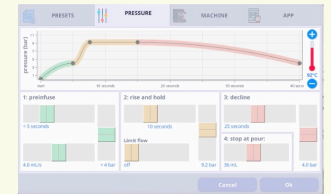
Depending on the type of espresso you make, the flow rates and pressure will vary. For a drink with no milk or very little milk, use a higher flow rate. For a drink with more milk — like a cappuccino or latte — you want a "heavier" espresso, so the flow rate should be slower.

Pressure:

The default 9 bars of pressure often produces a more acidic espresso, such as the classic Italian. Less pressure (lower bars) increases the body and produces a more "chocolatey," richer flavor.

Temperature:

- Light roasts need higher temperatures.
- Medium or dark roasts use lower temperatures.



Each coffee preset has defined settings already. If you want to experiment, you can edit them in Settings.

28

Coffee-making variables

Feedback on the Decent screen

The Espresso tab on the tablet screen gives you a lot of feedback about your coffee.

What do the readings mean?

On the bar charts, the dotted line represents the goal. The solid line shows what your brew is doing in real time.

On the far right, you'll see data about your coffee, such as the preinfusion time, pouring time, and weight of final coffee output.

Yes, the settings are editable

[How to use Preset and Profile editor \(Pressure/Flow rate\) page](#)

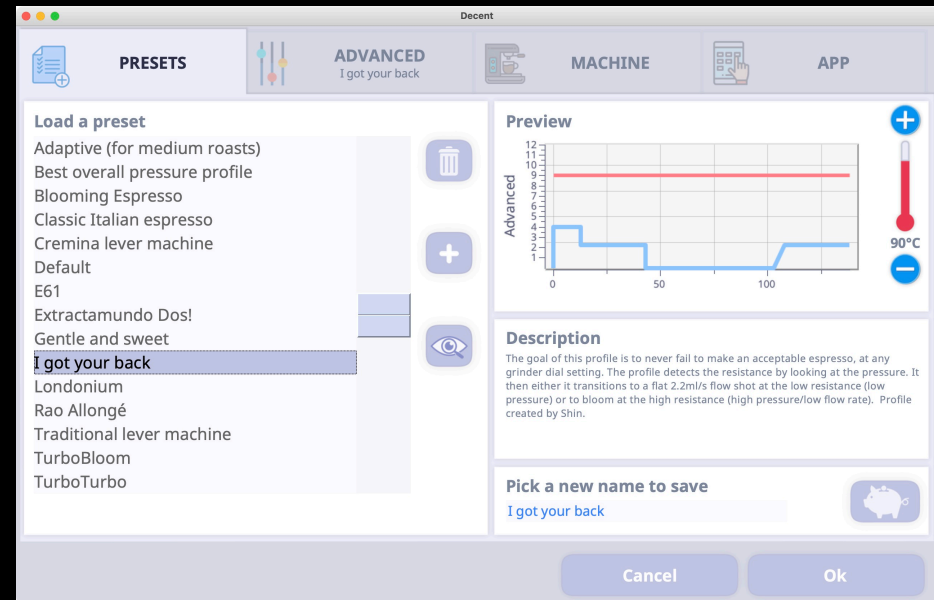
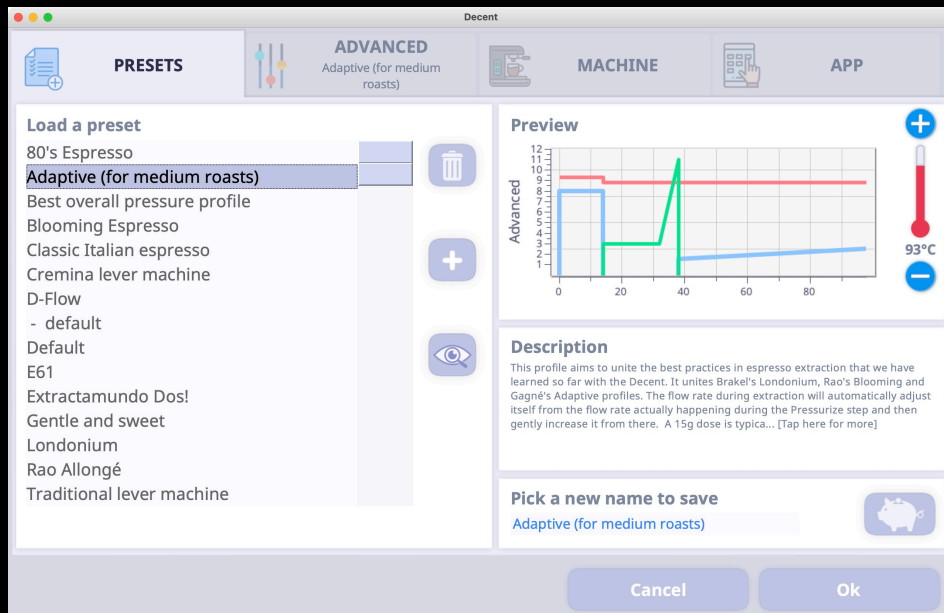


When you pull your coffee, the tablet displays some of your results.

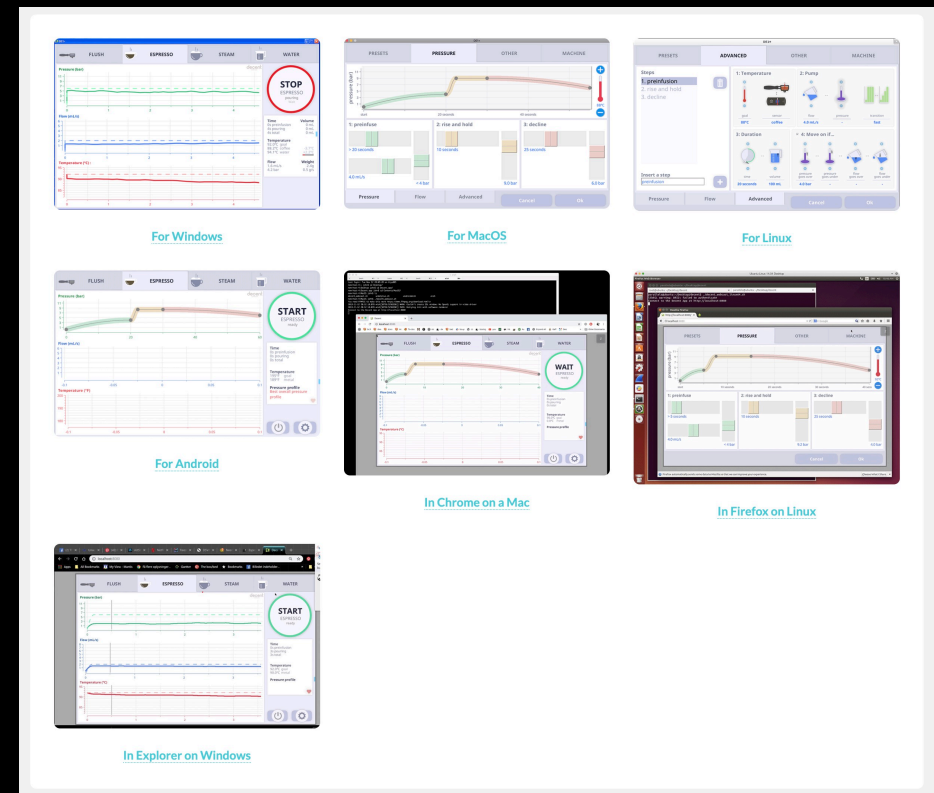
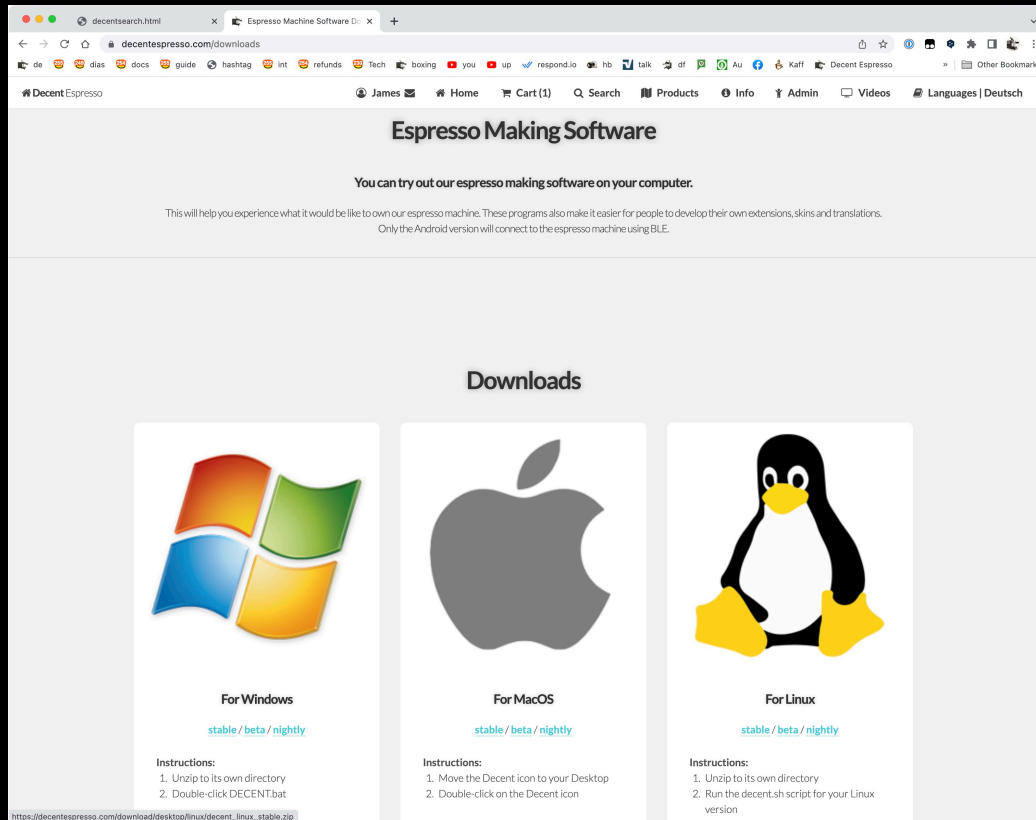
TIME: An ideal pour time is around 25s-30s, but this cup poured in 20s. Some adjustments could be made to lengthen that time.

WEIGHT: This preset is configured for a 2:1 ratio. Ideally, 18 grams of coffee beans should output 36 grams of coffee (see right side, bottom). In this case, the output was 35.4 grams of coffee (left side, bottom).

Tolerance for imperfection



a UI was needed to display that data neutrally and truthfully



DUI widgets library

by Enrique Bengoechea

```
de1app / documentation / decent_user_interface.md

Preview Code Blame 2290 lines (1296 loc) · 124 KB Raw

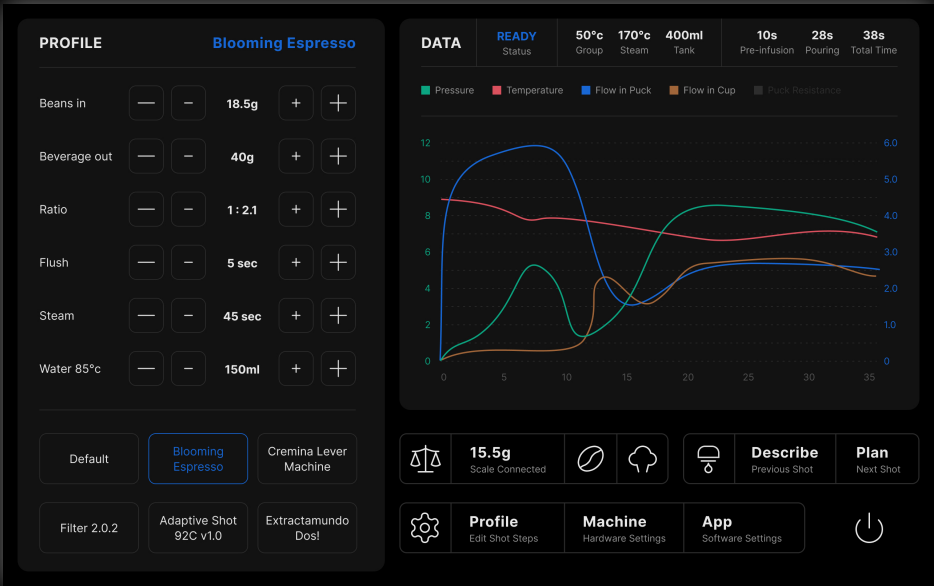
◦ Non exported: dui::item::relocate_text_wrt, dui::item::relocate_dropdown_arrow, dui::item::ensure_size,
  dui::item::set_yscrollbar_dim, dui::item::scale_scroll, dui::item::scrolled_widget_moveto, dui::item::rounded_rectangle,
  dui::item::rounded_rectangle_outline, dui::item::scale_moveto, dui::item::drater_draw, dui::item::drater_clicker,
  dui::item::horizontal_clicker, dui::item::vertical_clicker, dui::item::anchor_inside_box, dui::item::anchor_coords.

• dui add
  ◦ dui add theme
  ◦ dui add aspect
  ◦ dui add symbol
  ◦ dui add page
  ◦ dui add font
  ◦ dui add font_dirs
  ◦ dui add image_dirs
  ◦ dui add canvas_item
  ◦ dui add widget
  ◦ dui add dtext
  ◦ dui add variable
  ◦ dui add image
  ◦ dui add shape
  ◦ dui add dbutton
  ◦ dui add dclicker
  ◦ dui add dselector
  ◦ dui add dtoggle
  ◦ dui add entry
  ◦ dui add multiline_entry
  ◦ dui add text
  ◦ dui add listbox
  ◦ dui add dcheckbox
  ◦ dui add scale
  ◦ dui add dscale
  ◦ dui add drater
  ◦ dui add graph

• dui args
  ◦ Non exported: dui::args::add_option_if_not_exists, dui::args::remove_options, dui::args::has_option, dui::args::get_option,
    dui::args::extract_prefix, dui::args::process_tags_and_var, dui::args::process_aspects, dui::args::process_font,
    dui::args::process_label, dui::args::process_sizes, dui::item::dselector_click, dui::item::dselector_draw, dui::item::dtoggle_click,
    dui::item::dtoggle_draw.
```

https://github.com/decentespresso/de1app/blob/main/documentation/decent_user_interface.md

Native-looking widgets



App Extensions

Extensions

- ☐ D_Flow_Espresso_Profile
- ☐ DPx_Flow_Calibrator
- ☐ DPx_Screen_Saver
- ☐ DYE
- ☐ Example Plugin
- ☐ Hazard customizations
- ☒ keyboard_control
- ☐ Log DEBUG
- ☐ Log Uploader

Visualizer Upload

Username

demo@demo12

Last upload:

Last shot not found

Password

passwd

☐ Auto-Upload

Minimum shot seconds to auto-upload

6

Keyboard Control

Espresso Key

e

Steam Key

s

Hot Water Key

w

Flush Key

f

☐ Next Step on Espresso or Steam key tap

App Extension Example

```
# Change package name for you extension / plugin
set plugin_name "example"

namespace eval ::plugins::${plugin_name} {

    # These are shown in the plugin selection page
    variable author "JoJo"
    variable contact "email@coffee-mail.de"
    variable version 1.0
    variable description "Minimal plugin to showcase the interface of the plugin / extensions system."
    variable name "Example Plugin"

    proc build_ui {} {
        variable settings

        # Unique name per page
        set page_name "plugin_example_page_default"

        # Background image and "Done" button
        add_de1_page "$page_name" "settings_message.png" "default"
        add_de1_text $page_name 1280 1310 -text [translate "Done"] -font Helv_10_bold -fill "#AfBff" -anchor "center"
        add_de1_button $page_name {say [translate {Done}]} $::settings(sound_button_in); page_to_show_when_off extensions} 980 1210 1580 1410 ""

        # Headline
        add_de1_text $page_name 1280 300 -text [translate "Example Plugin"] -font Helv_20_bold -width 1200 -fill "#444444" -anchor "center" -justify "center"

        # The actual content. Here a list of all settings for this plugin
        set content_textfield [add_de1_text $page_name 600 380 -text "" -font global_font -width 600 -fill "#444444" -anchor "nw" -justify "left" ]
        set description ""
        foreach {key value} [array get settings] {
            set description "$description\n$key: $value"
        }
        .can itemconfigure $content_textfield -text $description

        return $page_name
    }

    proc on_espresso_end {old new} {
        borg toast "espresso ended"
    }

    proc on_function_called {call code result op} {
        borg toast "start_sleep called!"
    }

    # This file will be sourced to display meta-data. Dont put any code into the
    # general scope as there are no guarantees about when it will be run.
    # For security reasons it is highly unlikely you will find the plugin in the
    # official distribution if you are not beeing run from your main
    # REQUIRED
    proc main {} {
        variable settings

        msg [namespace current] "Accessing loaded settings: $settings(amazing_feature)"
        msg [namespace current] "Changing settings"
        set settings(amazing_feature) 3
        msg [namespace current] "Saving settings"
        save_plugin_settings "example"
        msg [namespace current] "Dumping settings:"
        msg [array get settings]

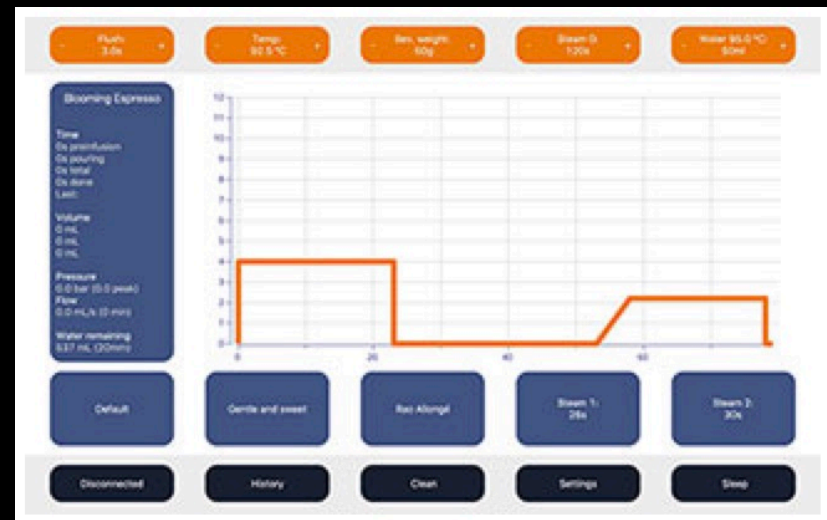
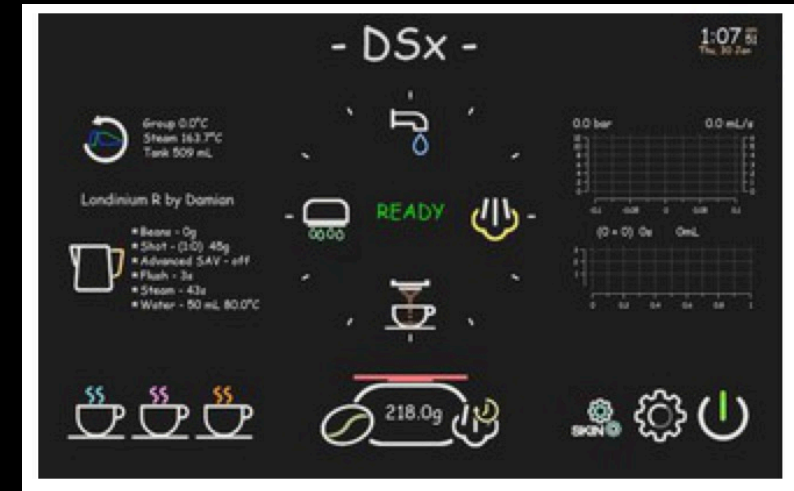
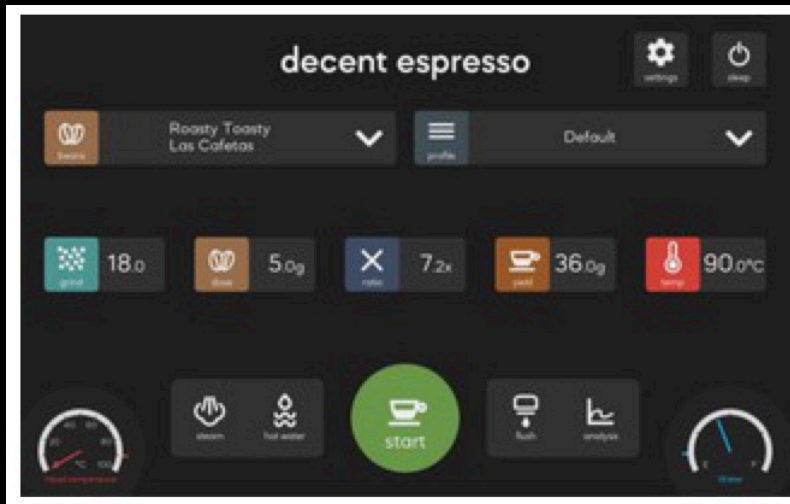
        msg [namespace current] "registering espresso ending handler"
        register_state_change_handler "Espresso" "Idle" ::plugins::example::on_espresso_end

        msg [namespace current] "Tracing function call"
        trace add execution start_sleep leave ::plugins::example::on_function_called

        # register gui
        plugins gui example [build_ui]
    }
}
```

Easily make new UIs

skin development via a language-within-a-language approach



Sample Skin

```
package require de1 1.0
```

```
#####  
# DECENT ESPRESSO EXAMPLE SKIN FOR NEW SKIN DEVELOPERS  
#####
```

```
# you should replace the JPG graphics in the 2560x1600/ directory with your own graphics.
```

```
source "[homedir]/skins/default/standard_includes.tcl"
```

```
# the standard behavior when the DE1 is doing something is for tapping anywhere on the screen to stop that. This "source" command does that.
```

```
source "[homedir]/skins/default/standard_stop_buttons.tcl"
```

```
# example of loading a custom font (you need to indicate the TTF file and the font size)
```

```
#load_font "Northwood High" "[skin_directory]/sample.ttf" 60
```

```
#add_de1_text "off" 1280 500 -text "An important message" -font {Northwood High} -fill "#2d3046" -anchor "center"
```

```
#####  
# text and buttons to display when the DE1 is idle
```

```
# these 3 text labels are for the three main DE1 functions, and they X,Y coordinates need to be adjusted for your skin graphics
```

```
add_de1_text "off water" 510 1076 -text [translate "WATER"] -font Helv_10_bold -fill "#2d3046" -anchor "center"
```

```
add_de1_text "off steam" 2048 1076 -text [translate "STEAM"] -font Helv_10_bold -fill "#2d3046" -anchor "center"
```

```
add_de1_text "off espresso" 1280 1076 -text [translate "ESPRESSO"] -font Helv_10_bold -fill "#2d3046" -anchor "center"
```

```
# these 3 buttons are rectangular areas, where tapping the rectangle causes a major DE1 action (steam/espresso/water)
```

```
add_de1_button "off" "say [translate {water}] $::settings(sound_button_in);start_water" 210 612 808 1416
```

```
add_de1_button "off" "say [translate {steam}] $::settings(sound_button_in);start_steam" 1748 616 2346 1414
```

```
add_de1_button "off" "say [translate {espresso}] $::settings(sound_button_in);start_espresso" 948 584 1606 1444
```

```
# these 2 buttons are rectangular areas for putting the machine to sleep or starting settings. Traditionally, tapping one of the corners of the screen puts it to sleep.
```

```
add_de1_button "off" "say [translate {sleep}] $::settings(sound_button_in);start_sleep" 0 0 400 400
```

```
add_de1_button "off" {show_settings} 2000 0 2560 500
```

Skin writing extensions

Screen Variables are Tk text widgets that refresh

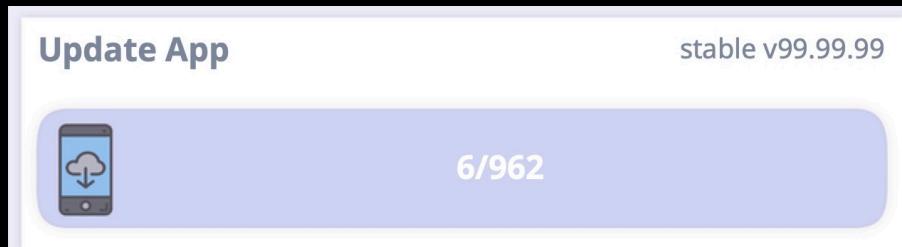
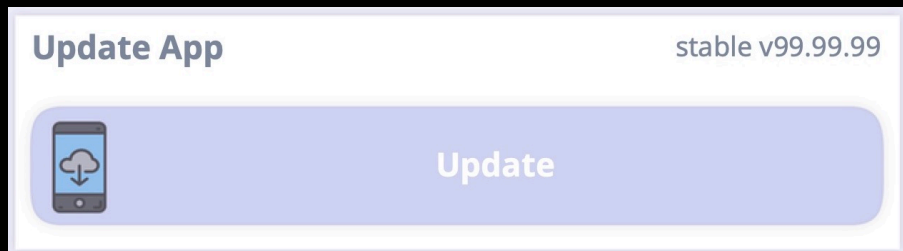
```
add_del_variable "steam_1" 537 1250 -text "" -font Helv_10_bold -fill  
$tappable_text_color -anchor "center" -textvariable {[seconds_text  
$::settings(steam_timeout)]}
```

Mechanism for any Tk widget

```
# 3 equal sized charts  
add_del_widget "off espresso espresso_1 espresso_2 espresso_3" graph 20 267 {  
    bind $widget [platform_button_press] {  
        say [translate {zoom}] $::settings(sound_button_in);
```

An Over-the-air update mechanism

and global challenges with making that actually work

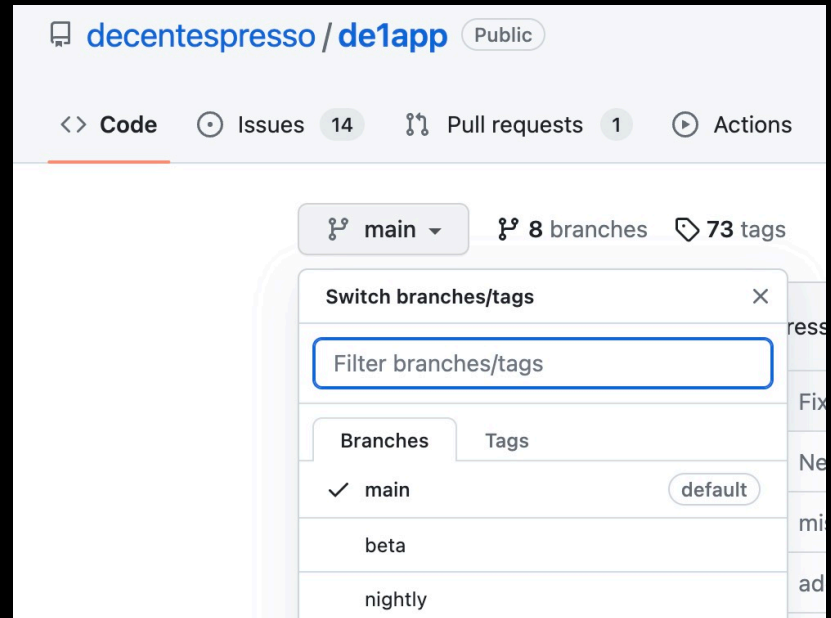


App version

stable

beta

nightly



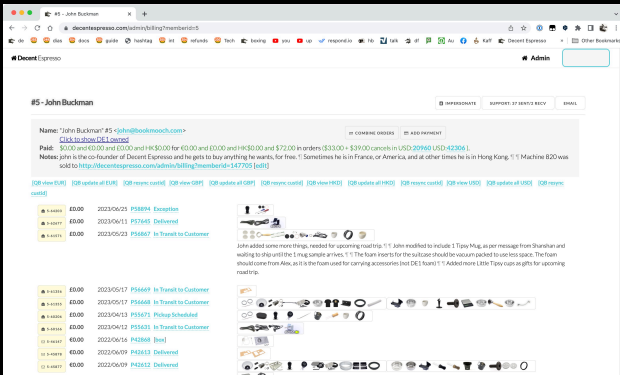
Challenges

- shipping the same app on Android, Windows, OSX and Linux
- converting the Tcl app into a WebApp using mp4 streaming
- what kind of people embraced Tcl and why
- what kind of people hated Tcl, why, and what happened then
- the move from open-source-but-one-programmer to a full open source multi-programmer participation via Github and relinquishing control
- challenges of supporting many different resolutions, tablets and Android versions
- Right-to-left languages

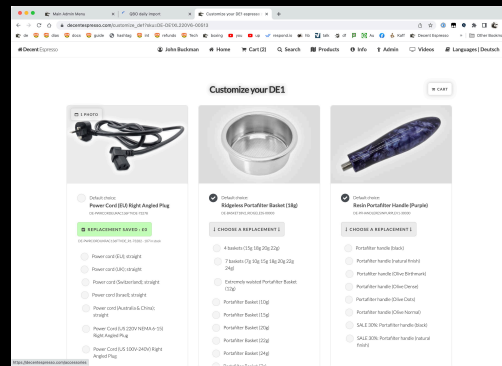
Future

- Surprising findings how Tcl outperforms competing other programs (in other languages) trying to do similar things
- What hasn't turned out well, and what we're trying to do about it. Bluetooth is our main problem.
- The future of Tcl for us, as Python, Javascript, as others launch competing apps
- Cloud integration
- Two apps at once: point-of-sale and order queue management. Mobile-ordering app. iOS via webapp/mp4.

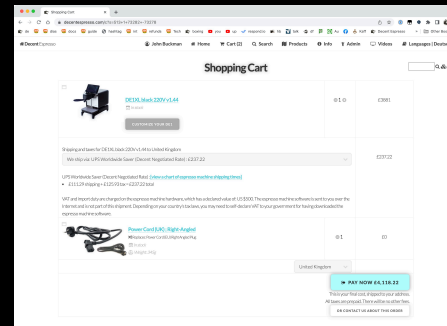
Other Decent Uses of Tcl & Naviserver



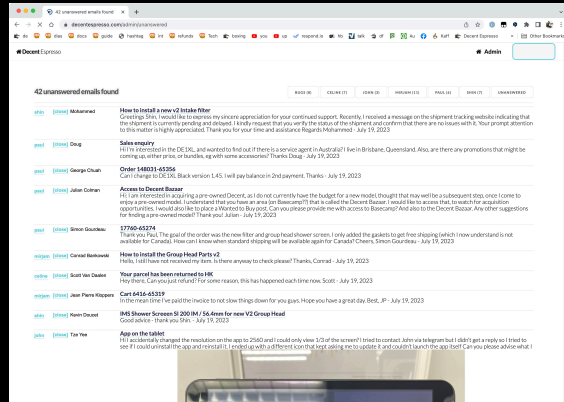
Customer admin



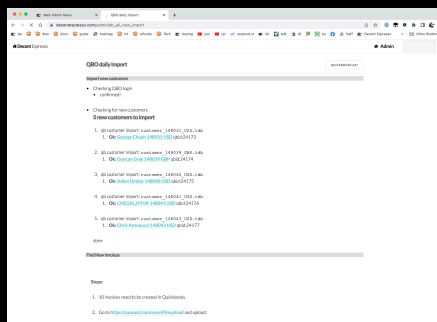
Espresso machine customization



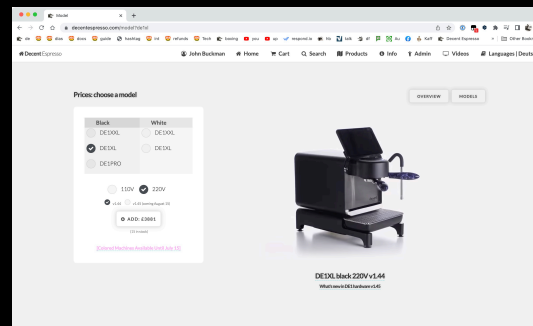
Real-time inventory shopping cart



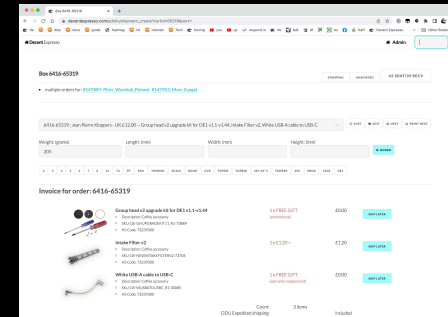
Customer support



Quickbooks API Integration



Espresso machine shopping



Boxing & Shipping via APIs

