
Subject: Re: Using IDL with Java

Posted by [Rick Towler](#) on Wed, 03 Oct 2001 18:03:47 GMT

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"Pavel A. Romashkin" <pavel.romashkin@noaa.gov> wrote in message news:3BBB41DB.D3C393AB@noaa.gov...

> Rick Towler wrote:

>>

>> The

>> only trick then is to find a VRML client that displays the files correctly.

>

> Things like this seem to defeat the purpose of putting IDL application's

> output on the Web. If I need to download 10 Mb of software to use a web

> site, I am not using that site. I know its funny, but I still use a

> modem to access the net from home. I will sign up for DSL (Dedicated

> Satellite Link) once I get that check form David :-)

Spoken like a man living in a 2d world...

David's comment that VRML is dead is right on but for people doing 3d it is the **only** way we can share our vizualizations with the world. I think the price of a few minutes of downloading is far less than the price of an IDL runtime license.

And you are exaggerating a little. Cosmo player is 3.2 MB. :)

-Rick
