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Subject: Re: ION Question

Posted by [David Fanning](#) on Thu, 07 Apr 2005 19:57:23 GMT

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Michael Wallace writes:

- > It depends on your audience. Our application was going to be rather
- > intensive and we decided to put that burden on the server rather than on
- > client machines. It was much easier to buy a single beefy server
- > instead of putting up a message to all our end users saying "thou shalt
- > use a much faster processor and more memory."

Oh, well, we are in a position to dictate to the end users what equipment they have to have to run our programs. If they don't have it and complain, we just shrug our shoulders and say "we told you so." :-)

- > How much of this needs to be dynamic and how much can you pre-generate
- > and store off to the side? If there's a way to create images or data
- > sets ahead of time, I'd recommend doing that and then serve up the
- > image/data set when requested. To the end user, it will appear like
- > it's being created on the fly. If you were using a database behind the
- > scenes, everything could be stored in there, including annotations and
- > other meta-data, of course I'm probably going way beyond what you had in
- > mind. :-p

Well, I didn't have much in mind. But this whole discussion is definitely making me more pessimistic than I was hoping it would. :-(

Cheers,

David

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