
Subject: Re: ION Question

Posted by [Michael Wallace](#) on Thu, 07 Apr 2005 19:40:55 GMT

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>> The problem is that
>> everything is within a Java applet. The applet must be downloaded to
>> the client computer and then run on the client, not on the server.
>> Having a big, beefy server does not help you.
>
>
> Well, I'm naive enough (and don't know enough about Java, probably)
> to think this would be a Good Thing. Why is it a problem?

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."

>> We played around with ION some, but we just found it too hairy to work
>> with. We opted for doing our own web server programming and dynamically
>> call IDL when necessary to make a plot, file or movie and serve that
>> back to the end user. You don't have true interactivity in this case,
>> but you have enough to take a user's selections and generate something
>> on the fly based on that input.
>
>
> Yeah, I think interactivity is critical. We can do without some
> of the bells and whistles, I guess. But navigating images quickly
> and being able to annotate them is essential.

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

-Mike
