

---

Subject: Re: ION Question

Posted by [David Fanning](#) on Wed, 06 Apr 2005 17:48:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Michael Wallace writes:

- > It depends on what you're trying to do with it. How "interactive" do
- > you need this to be?

We want to navigate a 3D image cube, looking at all three slice orientations, zoom, pan, draw ROIs, sing and dance, all the usual things. And, of course, the client wants it all faster than we can do it now in IDL. :-)

- > Which example program of RSI's were you looking
- > at?

I was looking at the ION Java Human Browser Demo, which seemed a less powerful example of what we would like to build.

- > If you want
- > whiz-bang rotating 3-D graphics with coyotes dancing across the screen,
- > it will really slow down for most people.

This is still on our To-Do list, but it's coming. :-)

- > 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?

- > 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.

Thanks for the info.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

---