
Subject: Using IDL with Java

Posted by [James Adams](#) on Wed, 03 Oct 2001 15:45:39 GMT

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

I want to create an application which will call IDL visualization routines from an Java servlet. Basically I just want to be able to use a Java API to call IDL visualization programs which can produce jpg's of

my data. From what I've seen so far this might be possible using ION-Java but it's not clear from the documentation I've seen. Can anybody comment or provide further details ?

Thanks in advance for any information or suggestions.

-James

Subject: Re: Using IDL with Java

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

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

"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

Subject: Re: Using IDL with Java

Posted by [Paul van Delst](#) on Wed, 03 Oct 2001 19:07:38 GMT

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

Rick Towler wrote:

```
>
> "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.
```

I agree with Pavel (although I have a 56K modem [yeah, right] for use at home). I live in a 2d linux world so the point is probably moot but all the "download this plugin now" popups while on the web drives me nuts. But then, I also don't have a telly and think my recently acquired cell phone is the epitome of technological convenience. :o)

paulv

--

Paul van Delst Religious and cultural
CIMSS @ NOAA/NCEP purity is a fundamentalist
Ph: (301)763-8000 x7274 fantasy
Fax:(301)763-8545 V.S.Naipaul
