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Subject: Re: IDL ION

Posted by [greg.addr](#) on Thu, 05 Jul 2007 11:38:40 GMT

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On Jul 5, 7:26 am, prahladvku...@gmail.com wrote:

> Dear All,  
>  
> I had developed an application using IDL. The application will read  
> the DXF file from the autocad using IDL the data is visualized and can  
> do pan zoom and rotate the image.  
>  
> Now I want to place the application on WEB, for which I have to use  
> ION. Please clarify the following in this regard.  
>  
> 1. I am having IDL6.3 with me. What other plugins I have purchase to  
> develop the application.  
>  
> 2. On the client machine what are the min rewuirement to run the  
> application from Web.  
>  
> 3. Can I get the smooth flythru or rendering on the client machine  
> provided the band width is Max.  
>  
> 4. Is it better to use ION or Java to build the application and place  
> it on web.  
>  
> Please suggest me a proper solution.  
>  
> Regards,  
> Prahlad Vankayalapati

1. You need to buy ION. What didn't occur to me when I bought it is that after you've built your application and set up your server, if you want to do any maintenance on your program, you either have to do it on your live server (not very nice) or buy yet another licence... :  
(

2. Just a normal web browser.

3. Not really. I think you would need the application and data on the client side for that.

4. Depends what you think about the answer to 3...

good luck!  
greg

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Subject: Re: IDL ION

Posted by [Michael Galloy](#) on Thu, 05 Jul 2007 17:48:56 GMT

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On Jul 5, 5:38 am, greg.a...@gmail.com wrote:

> On Jul 5, 7:26 am, prahladvku...@gmail.com wrote:

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Some information about the answers of 3-4 are at:

<http://ittvis.com/ion/>

Remember that ION Script doesn't require the user to download anything, but "interaction" means that clicking on a graphic or hitting the "Submit" button creates a new web page that is then served to the client. In ION Java, the client has to download Java and you have to program in Java (with some ITT VIS provided Java classes), but more interaction is allowed (i.e. a flythrough might be possible, but I don't have experience with this).

Mike

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[www.michaelgalloy.com](http://www.michaelgalloy.com)

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Subject: Re: IDL ION

Posted by [David Fanning](#) on Thu, 05 Jul 2007 18:17:41 GMT

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mgalloy@gmail.com writes:

- > but
- > more interaction is allowed (i.e. a flythrough might be possible, but
- > I don't have experience with this).

I don't have any direct experience with a fly-through, either. But if this was what I wanted to do, and I was going to have to buy some software to do it, I would make DAMN sure it did this before I shelled out the cash. :-)

Cheers,

David

P.S. And I mean I would make sure I saw it with my own eyes and didn't just take someone's word for it.

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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Subject: Re: IDL ION

Posted by [Rick Towler](#) on Thu, 05 Jul 2007 20:03:01 GMT

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Along with all of the other comments, I'll throw mine in the mix...

The best you could do with Ion Script is generate a VRML model and rely on one of the obscure and/or outdated VRML viewers to interact with it.

In my experience these tend to be a bit awkward and there are numerous rendering issues to deal with. From within IDL this is easy to do (IDLgrVRML). If you have relatively simple scenes this actually works fairly well. Note that while you can do this with Ion Script, you don't need it. This could be done using PHP or Perl + plain IDL.

You could probably do this with Ion Java, but it would be a bit investment in time and money. Like David said, I would want to see a similar application before I spent the resources on this approach.

If you have complex scenes, lighting, or texturing you may want to consider building an application for the IDL VM that runs on the client machine. Access data on your server as needed using sockets. Sure, people will need to download and install the VM, but it would be much simpler to build and you would have fewer quirks to work around.

-Rick

prahladvkumar@gmail.com wrote:

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