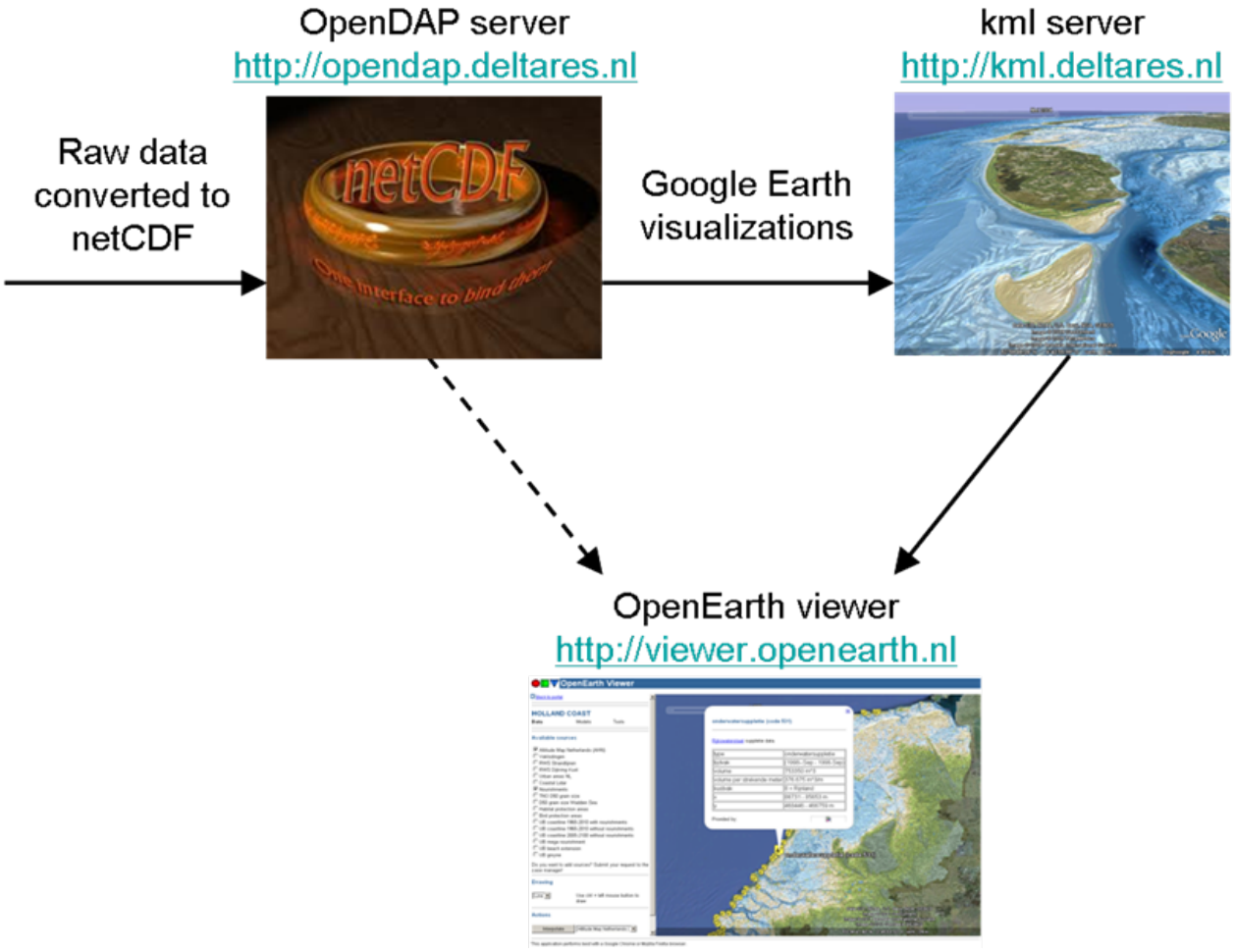
Web application tutorials

Introduction

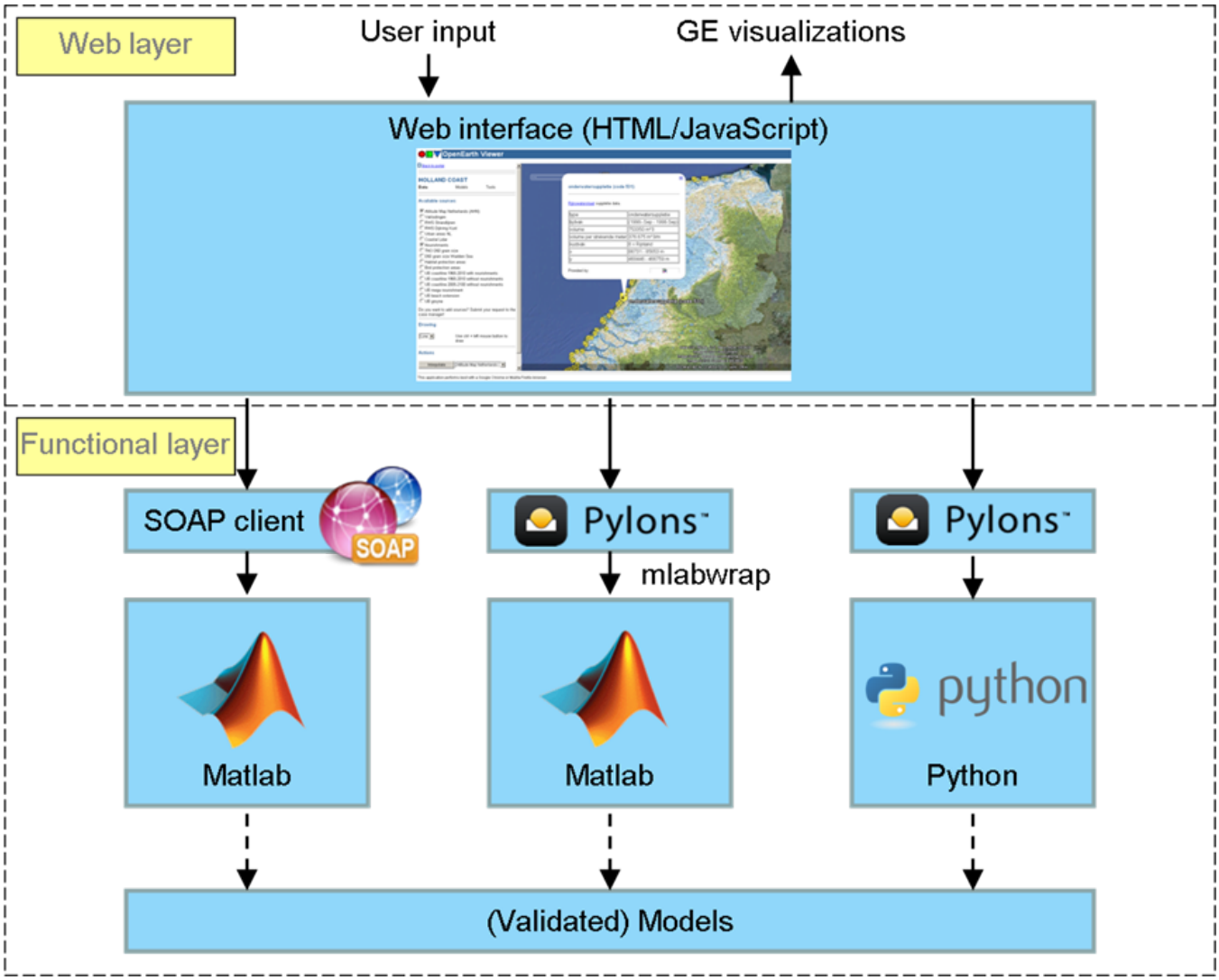
Within the Building with Nature (BwN) programme many data, models and tools are collected and/or developed. The enormous amount of information that is becoming available this way, is not always easily accessible for low-end users. Therefore, a web application (viewer.openearth.nl) has been developed to provide an overview of all this information on a case-by-case basis (see screenshot). This application aims to visualize data, models and tools that have been made available on the OpenDAP and kml servers, as indicated in the figure below. Furthermore, it is possible to perform some basic actions on the data (e.g interpolation along a line, plotting timeseries). The web application is developed as a part of **Workpackage DM 1.3** of the BwN programme.

The set-up of the web application allows for flexible usage in various projects, both within and outside the BwN programme. As long as the data is in NetCDF-format, it can easily be converted into kml and visualized in the web application.



Web application set-up

The OpenEarth Viewer essentially consists of two building blocks: (1) a web layer handling user input and visualizing output and (2) a (Matlab/python based) functional layer underneath for additional functionality such as performing actions on datasets, calling tools and running model simulations. The web layer is based on HTML and JavaScript and uses a Google Earth Plug-in and its JavaScript API to embed Google Earth in the web application. The web layer is sufficient if one wants to use the application exclusively for viewing datasets and model outlines/results. However, if one wants to add (Matlab or python based) interactivity to the application, the functional layer is required as well.



Setting up your own web application

OpenEarth Viewer - Getting access
Your own web application - Getting started

File	Modified
Multimedia File OpenEarthViewer4.avi	10-10-2011 by Wiebe de Boer