

Issuing a Command Via the MUDD

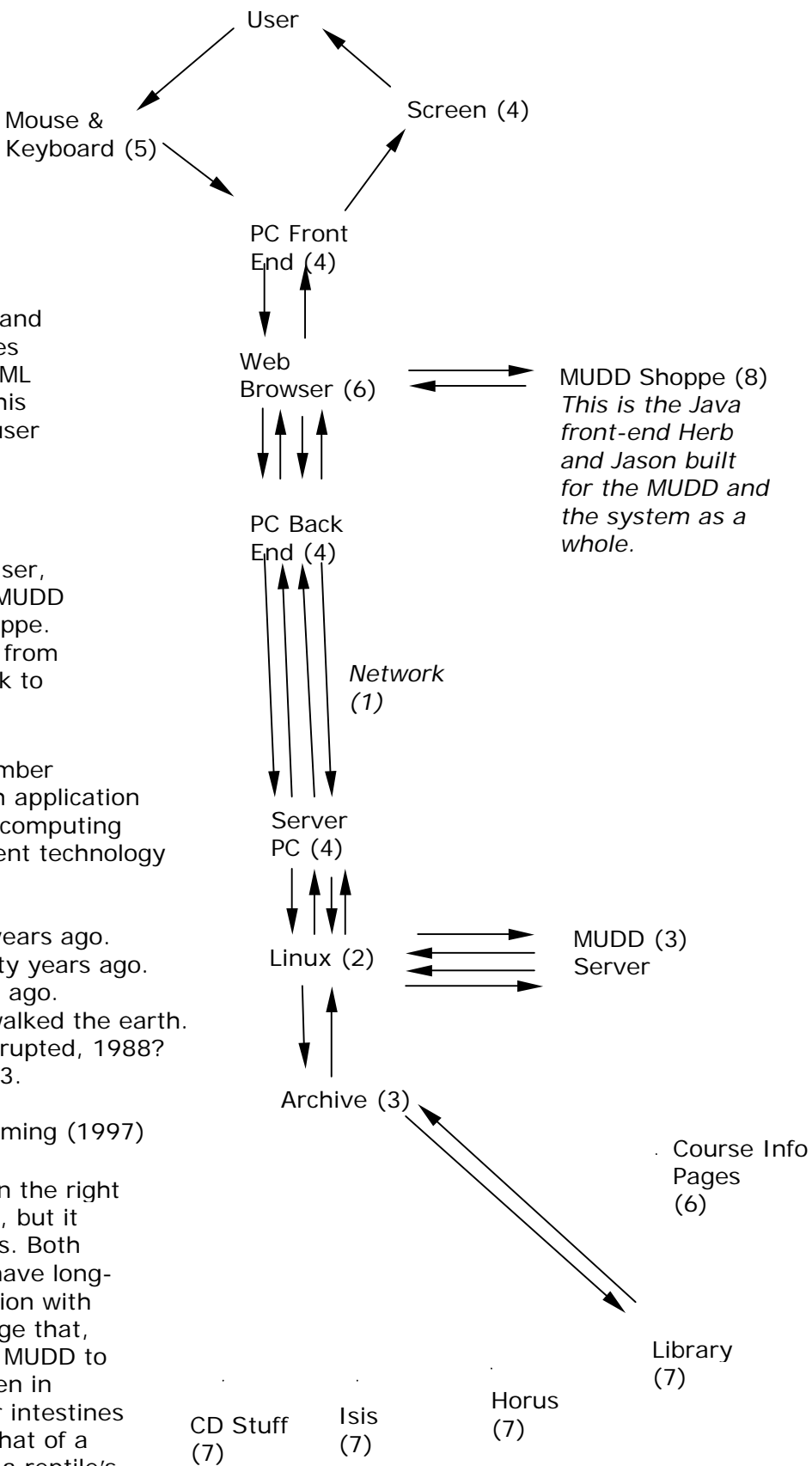
The diagram on the right illustrates the interactions between system components required, when you issue a command to the MUDD which in turn changes something in the VRML and/or HTML web page you are looking at. In this case, the MUDD is portalling the user to the Library from the temple of Horus.

An dashed arrow indicates the flow of information from the user, though the MUDD Shoppe to the MUDD server and back to the MUDD Shoppe. The solid arrows indicate the flow from the MUDD to the server, then back to the User.

System elements each have a number indicating their relative age. Each application is from its numbered time/age of computing from which (most of) it's component technology springs.

1. The dawn of computing, fifty years ago.
2. Linux appeared (as Unix), thirty years ago.
3. First Epoch of UNIX 20+ years ago.
4. First age of PC's. When DOS walked the earth.
5. From the time Windows first erupted, 1988?
6. The beginning of the Web 1993.
7. The beginning of VRML 1995.
8. Advanced VRML/Java programming (1997)

The convoluted process you see on the right is inefficient in terms of resources, but it makes sense in evolutionary terms. Both the MUDD and We Browser each have long-established means of communication with the user. Rather than try to change that, simple messages from the exiting MUDD to the Browser. Similar things happen in natural evolution. That's why your intestines have a nerve net very much like that of a worm, you innermost brain is like a reptile's, and the middle brain (plus the inner) is like a monkey's. Patchwork of whatever works.



CD Stuff (7)

Isis (7)

Horus (7)

Library (7)

Course Info Pages (6)