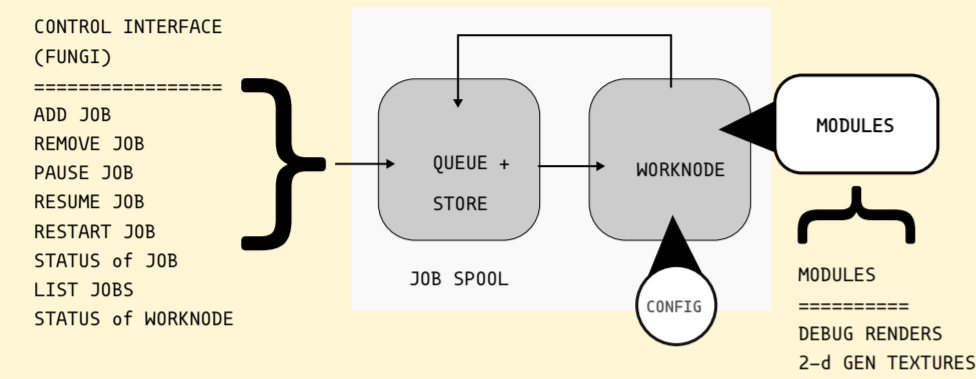


TARGET D1 - A DEVELOPMENT DEMO

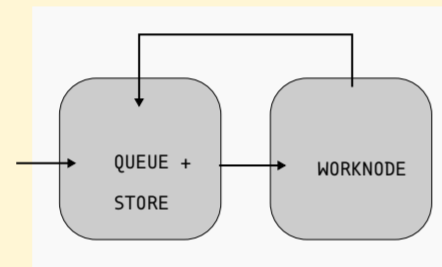
IN ORDER TO PROGRESS FORWARDS WE SET A DEVELOPMENT TARGET FOR THE FIRST DEMO. IN THIS CASE WE USE THE QUEUE + STORE + WORKNODE COMPONENTS. QUEUE + STORE WILL ALWAYS FEED INTO A WORKNODE; USERS ALWAYS FEED JOBS INTO THE QUEUE + STORE -- PRETTY MUCH A PRINTER-SPOOL RELATIONSHIP.



ALL TASKS ARE HANDLED BY A SIMPLE HTTP WEBSITE (FUNGI) RUNNING FROM THE USER MACHINES. THE FOLLOWING SETUPS WILL BE AVAILABLE FROM THE DEMO COMPONENTS :-

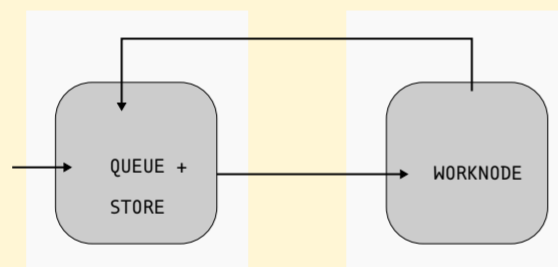
...

EXAMPLE #1 : RUNNING COMPONENTS ON A SINGLE HOST



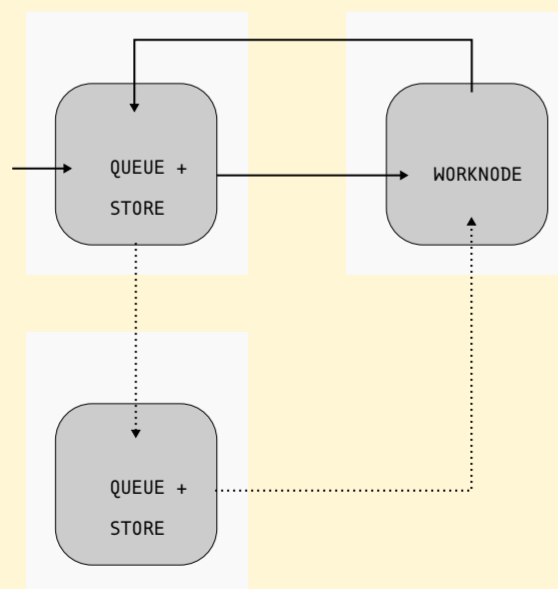
...

EXAMPLE #2 : RUNNING COMPONENTS ON DIFFERENT HOSTS ON A NETWORK



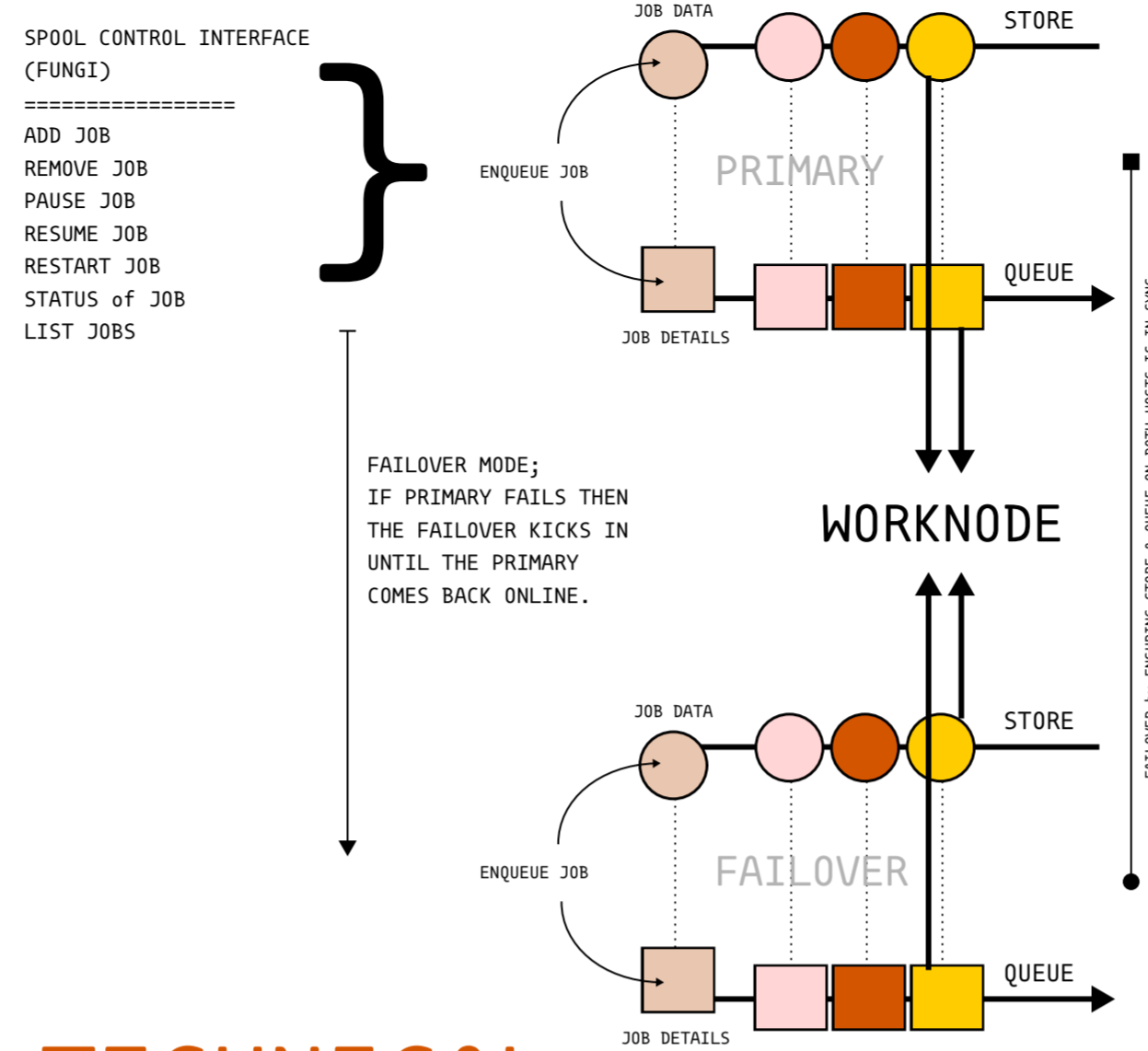
...

EXAMPLE #3 : RUNNING COMPONENTS ON DIFFERENT HOSTS ON A NETWORK; WITH A SECOND QUEUE + STORE COMPONENT ACTING AS A FAILOVER.



...

MODULES INCLUDED WITH THE DEMO ARE DESIGNED FOR TESTING COMPONENTS IN A CONSISTENT MANNER (WITHOUT HAVING TO WAIT FOR ACTUAL RENDERING JOBS TO FINISH.)

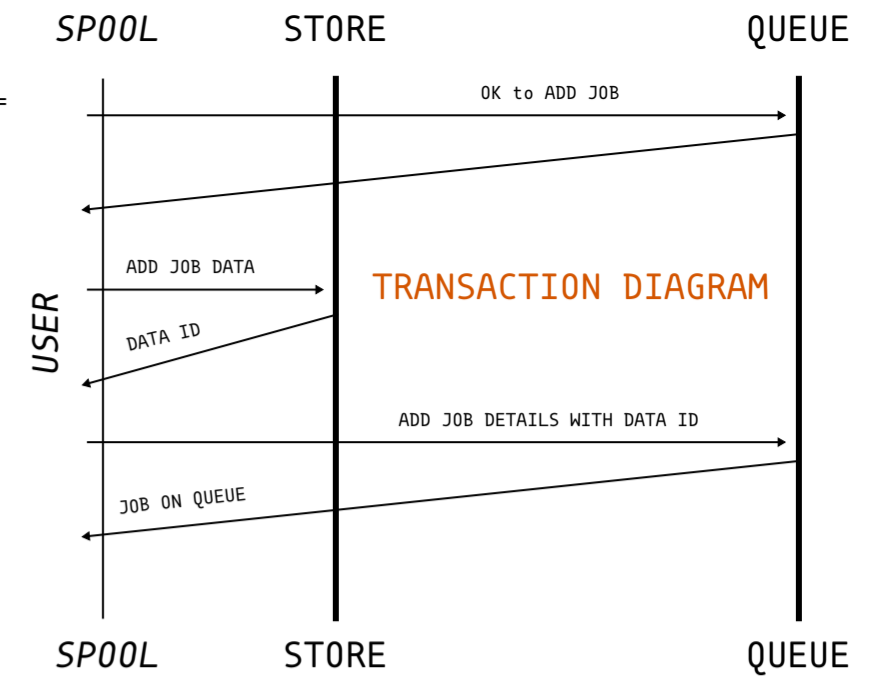
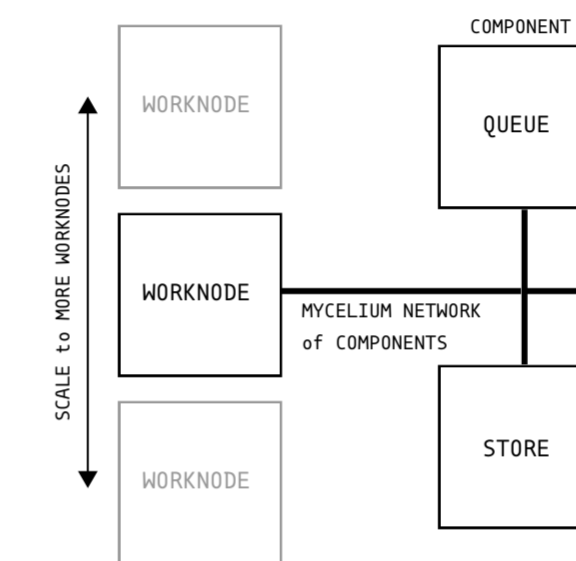


TECHNICAL AT THE MYCELIUM LEVEL

JOB SPOOL CONSISTS OF TWO "PRIMITIVE" COMPONENTS :- STORE & QUEUE

THESE COMPONENTS, LIKE ANY OTHER MYCELIUM COMPONENT, CAN BE LOCATED ANYWHERE ON THE LOCAL NETWORK, BUT FOR THIS EXAMPLE WE WILL ASSUME THAT BOTH STORE & QUEUE ARE ON A SINGLE HOST.

SO A JOB SPOOL IS A STORE AND QUEUE COMPONENTS WORKING TOGETHER. WE MAKE IT SIMPLE BY WRAPPING A SPECIFIC INTERFACE AROUND THE TWO COMPONENTS. THIS ALLOWS US TO FOCUS ON JOB SPOOL FEATURES AND REQUIREMENTS.



USERS SUBMIT and REVIEW JOBS HERE

THE SPOOL SOFTWARE RUNS LOCALLY FOR THE USER; TALKING TO ALL THE COMPONENTS IN A WAY THAT ALLOWS THE NETWORK OF COMPONENTS TO ACT AS A JOB SPOOL BY USING A QUEUE + STORE COMPONENTS IN A SPECIFIC MANNER.

USER INTERFACE AT THE FUNGI LEVEL

JOB SPOOL

JOB #1 -- Lorem ipsum dolor sit amet, consectetur adipiscing elit.

JOB #2 -- Aenean auctor magna vitae felis ullamcorper, id consequat purus mattis.

JOB #3 -- Pellentesque porttitor libero nec condimentum scelerisque.

JOB #4 -- Duis pharetra diam eu dignissim fringilla.

[ENQUEUE NEW JOB](#)

FUNGI are USER LEVEL TOOLS THAT COMBINE MYCELIUM COMPONENTS TO DO

SPPOOL IS RUN ON USERS LOCAL MACHINE AT ANYTIME

HTML BASED USER INTERFACE

| edit mode

JOB REQUIREMENTS FORM

JOB REF :

JOB NAME :

JOB FILES : 0 files

\text{JOB REF}

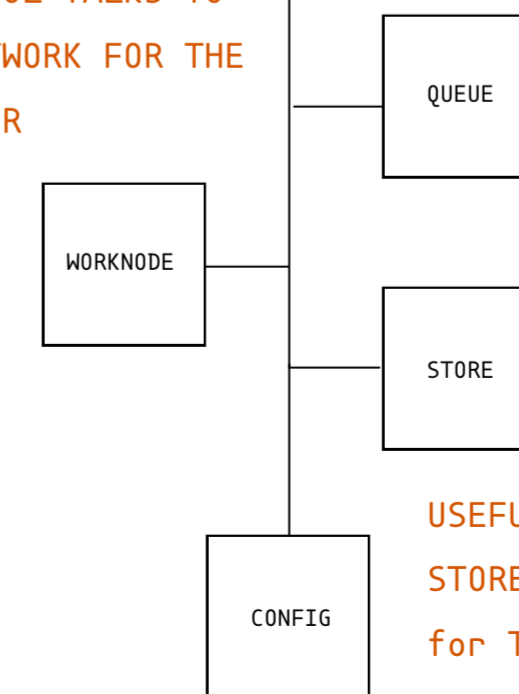
\text{JOB NAME}

\files{JOB FILES}

BUILTIN INFORMATION/DESIGN TOOLS

FUNGI WILL ALLOW USERS TO DESIGN/IMPLEMENT THEIR OWN INTERFACES AS AN OVERLAY OVER THE MYCELIUM NETWORK. THIS ALLOWS VERY FINE CONTROL OVER THE INFORMATION PRESENTED. BUILTIN DESIGN TOOLS ALLOWS FOR CUSTOM TAILORING OF FUNGI SOFTWARE TO STUDIO PRACTICES AND WORKFLOWS; RATHER THAN CHANGING THE STUDIO TO SUIT THE SOFTWARE.

SPPOOL TALKS TO NETWORK FOR THE USER



USEFUL FUNGI CAN BE STORED ON NETWORK FOR THE ENTIRE STUDIO TO MAKE USE OF.

THE FUNGUS PRODUCT MODEL

FRUIT, STUDIO ORIENTATED USER INTERFACES

(LICENSED)

FUNGI USER INTERFACE LAYER (FREE)

ROT METRICS and AUDIT LAYER (FREE)

MYCELIUM NETWORK COMPONENTS (FREE)

YOUR STUDIO RESOURCES