

Running multi-window javascript apps is a promising but underutilized application for Liquid Galaxy. While setting up Google Earth and APIs is a long process that requires a lot of time and effort, javascript apps are far easier to deploy across machines. I experienced almost no difficulties, other than the page failing to render in some cases, but it was fixed by reloading the page. The express framework used in the games can be extended to other things like collaborative drawing/writing, or more complex games that can be hosted and played by a group of people on the same network. In order to fully replicate the normal capabilities of a Liquid Galaxy setup, photo and video viewsync is needed (which may be accomplished using the Socket.IO library) similar to how viewSynced StreetView is implemented in Peruse-a-Rue. In addition, viewSync on Google Earth Web can be implemented in order to capture the original function of the Liquid Galaxy. Making more JS apps that can be run on Liquid Galaxy setups will make it more accessible to the general public, as it is easier to install, which in turn makes it easier for the public to contribute their own apps. It also becomes easier to run Liquid Galaxy on machines with different operating systems, as they can all display HTML, which allows for a wider range of machines to experience Liquid Galaxy.