# Leopard - Questions/topics list

1. Is there support for chunking up large file uploads? How do you ensure that large zip files (for example) succeed on low-bandwidth connections or intermittent connections?
2. Don’t understand the Import button next to Upload. Upload seems to upload and “Import” the data into the Lagoa format. What is the intent behind the Import button?
3. When creating features there is no interactive preview. The features are created/edited in the dialog and updated when the drag is finished. In our discussion last week there was mention of low precision compute on clients without the parasolids kernel presents We did not observe any low fidelity preview on staging clients. Is there an intention to a) provide dynamic previews and b) provide in-canvas manipulators in addition to the sliders in the dialog?
4. How is the data stored on the server?
   1. BRep data
   2. Design Capture data (Parametrics, Assembly constraints, Sketches)
   3. Graphics data (Scene)

Are these things separated and accessible separately?

1. The modeler reacts poorly to face/edge merging and splitting as far as parametric regeneration.  Is there a plan to make regeneration robust across topological changes on par with traditional systems?
2. We need clarity on the client-server split. Here’s our understanding of what pieces are where:
   1. Client: UI, Scene (rendered using WebGL), Sketching
   2. Server: Sketching, Parasolids Kernel, Feature Solver (Regeneration), Assembly Solver, Scene
      1. Is this correct? A diagram would help.
      2. Also, it would be useful to know what is transmitted from client to server and from server to client.
3. Is there any Versioning support? Is there any way to create new versions when editing an asset or uploading into an existing asset?
4. Need a high-level view of the SOA: What are the various Services? What is the topology in the cloud?
5. Need some clarity on Multi-User Collaboration architecture and data flow. What is the role of collaborating clients vs. the server? Is the server routing “deltas” between clients? What is the nature of the deltas? Are they at a command-level?
6. Is there a way for users to work on the same file without the synchronous collaboration experience? I got into that state accidentally when two collaborating sessions went dormant and then when I reloaded, they were no longer connected. But saving from the two sessions created some strange behavior. What is the intent here?
7. System architecture; data flow; technologies used
8. Rendering capabilities- questions
   1. What infrastructure does the rendering run on?
   2. Can you provide statistics of render performance? Jobs per day, average queue time, etc.
   3. In my tests, some batch renderings sat in the queue for a very long time. Can you describe the provision/scaling strategy for batch jobs?
   4. In my tests, starting interactive jobs was less than 100% reliable. Can you describe the provision/scaling strategy for batch jobs?
   5. One concern about using a pathtracer is slow convergence rates for complex scenes.
   6. Interactive rendering is at fixed resolution and seems to be unlimited.
      1. What kind of cost/user/month do you incur
      2. What percentage of time, do users run the interactive renderer?
   7. In the discussion last week, Thiago alluded to solving problems with noise but it's quite easy to see noise in the results. What has been done to reduce noise?
   8. Is it possible to render animation?
9. Sharing and assets – questions
   1. What is the rate of community sharing of assets - scenes, materials
10. Optioneering – questions
    1. The current configuration examples appear to require hand-coding. What are the long term plans for publishing configurators?

Blah