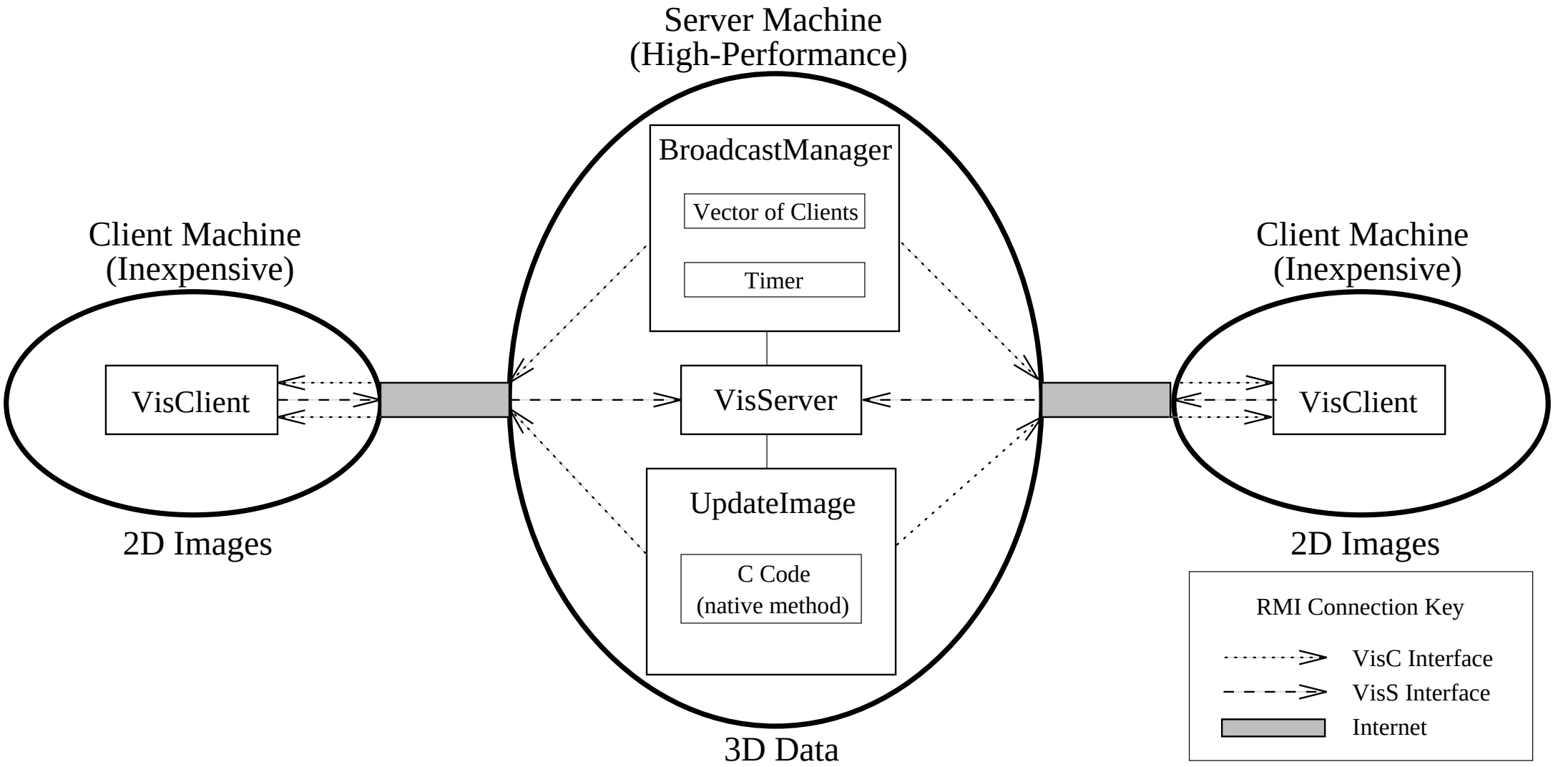
Server Machine
(High-Performance)
BroadcastManager
Vector of Clients
Timer
Client Machine
(Inexpensive)
VisClient
2D Images
VisServer
UpdateImage
C Code
(native method)
3D Data
Client Machine
(Inexpensive)
VisClient
2D Images
RMI Connection Key
VisC Interface
VisS Interface
Internet