# The Orion User Interface One Year Later

Joe Moon





Scale of Orion UI and its challenges

Highlights from recent releases:

Data handling

3D modeling

Discussion boards

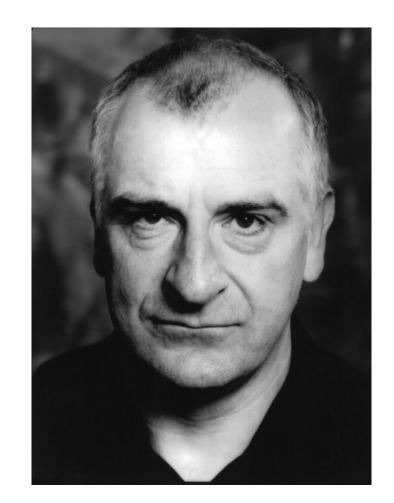
Looking forward



### Orion is Big

"Space is big. You just won't believe how vastly, hugely, mind-bogglingly big it is. I mean, you may think it's a long way down the road to the chemist's, but that's just peanuts to Space." — Douglas Adams, The Hitchhiker's Guide to the Galaxy

"Orion is kinda big, too." — Joe Moon, CUP 2022





### Lots of Pieces

- 3D Editor
- 3D Object List
- 3D Viewer
- Active Data control
- Analog Generation
- Analyze page
- Discussion Boards
- Event Notification
- FastROCS
- Filters
- Floe Editor
- Floe Launcher

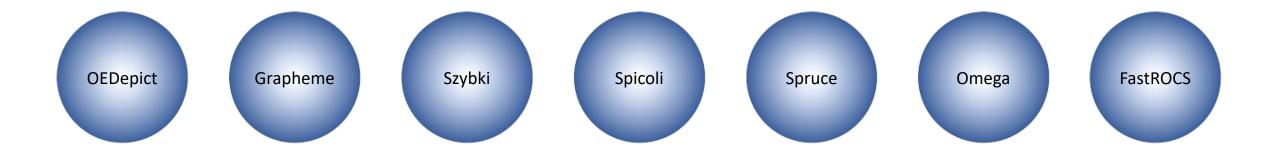
- Floe Package Manager
- Floe Page
- Floe Browser
- Help Page
- Job Form
- Job Viewer
- License Disclosure
- MaaS
- Metrics Viewer
- MMDS
- Molecule Overlay
- Molecule Style Control

- Plots
- Preferences
- Project Cost Accounting
- Project Data
   Management
- Project Membership
- Project Summary
- Property Calculator
- Protein Edit Tools
- R-Group Calculation
- Record Search
- Regression Tool

- Scaling Group Status
- Sketcher
- Spreadsheet
- Stack Status
- Substructure Search
- Tile View
- Token Management
- Upload Tool
- User Cost Analysis
- User Management
- User Profile
- What's New



- Orion's front end is ~300,000 lines of code
- Larger than



- 50-70 developer-years by industry standard metrics
- Built on top of 8M lines of library code
- 3 new feature requests per week 1 new feature delivered



### Lots of Challenges







- Complexity!
- Sending lots of data over network to/from a browser
- Splitting work between browser and servers
- Organizing and sharing data
- Complex data structures
- Communication and collaboration



## Project Data v.2

- Folders instead of tags
- My Data
- Team Data
- Organization Data
- Shared Workspaces







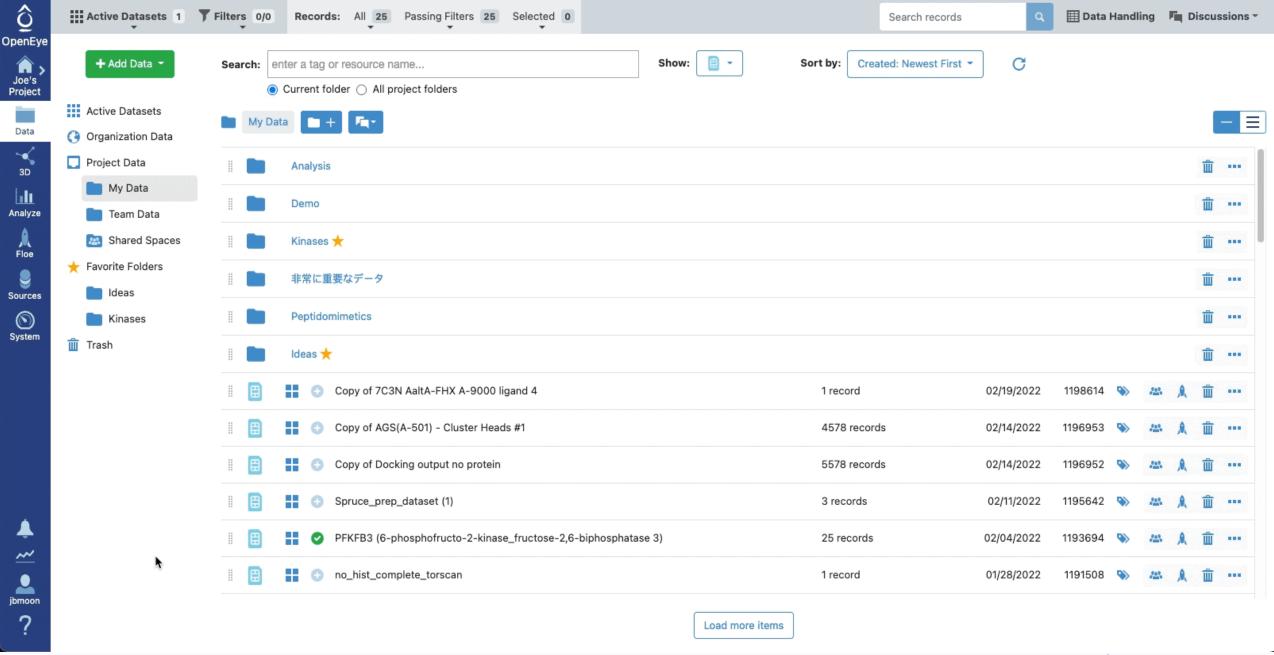












ô

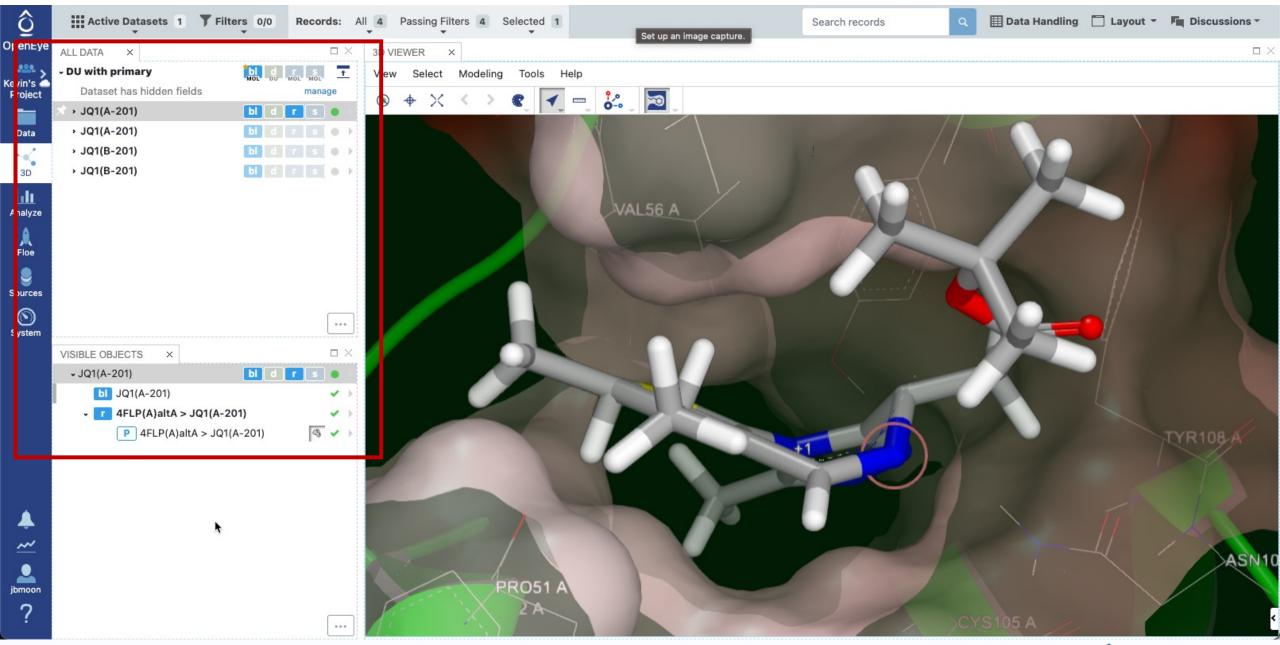
3D



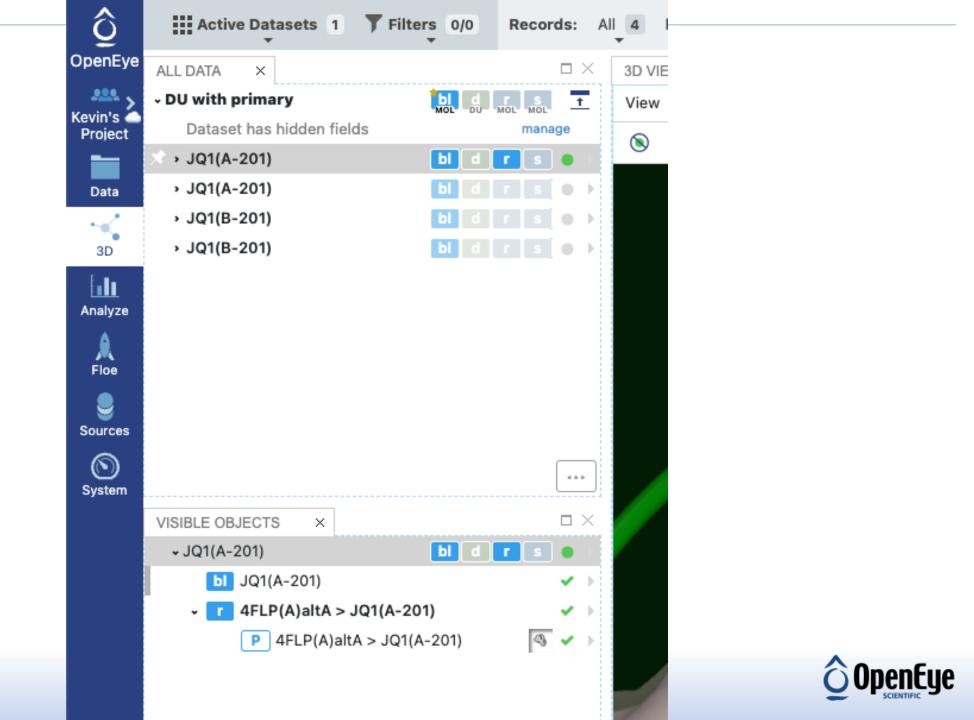
### 3D Viewer Improvements

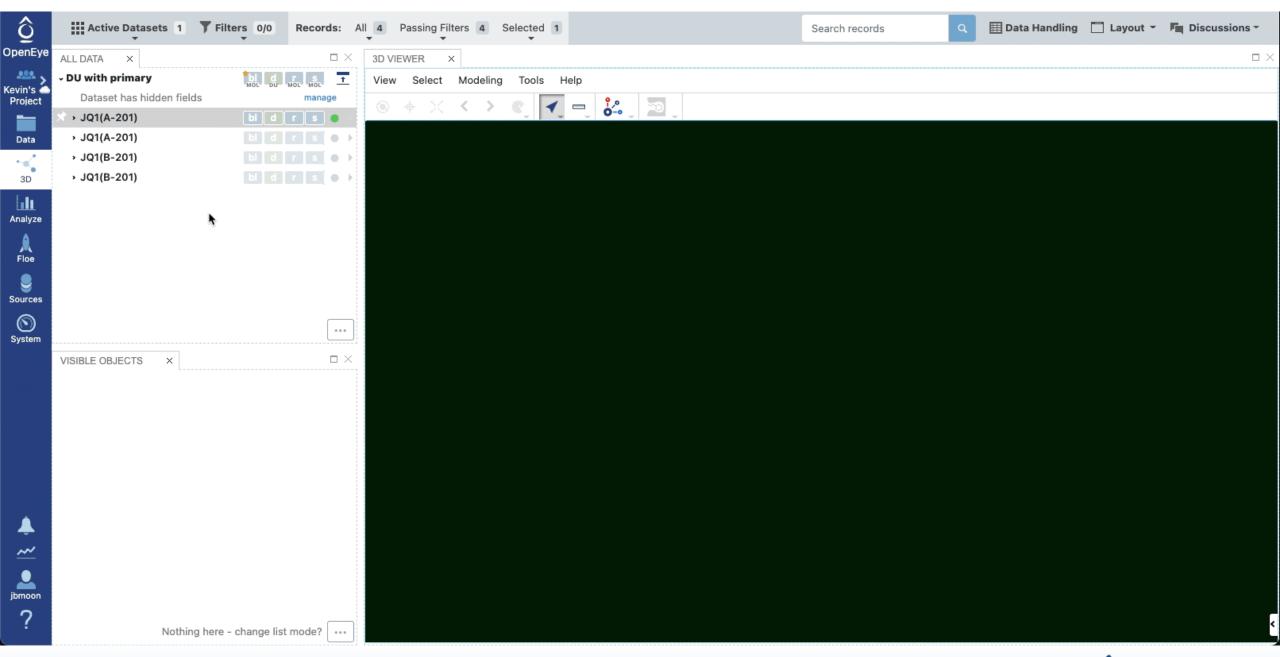
- Selected functionality from OE Toolkits compiled for browser
- Lots of server-side calculations moved into browser
  - 3D editor
  - Surfaces, grids, protein-ligand interactions
  - Protein editing tools
- List improvements
- Faster rendering
- Support for Design Units







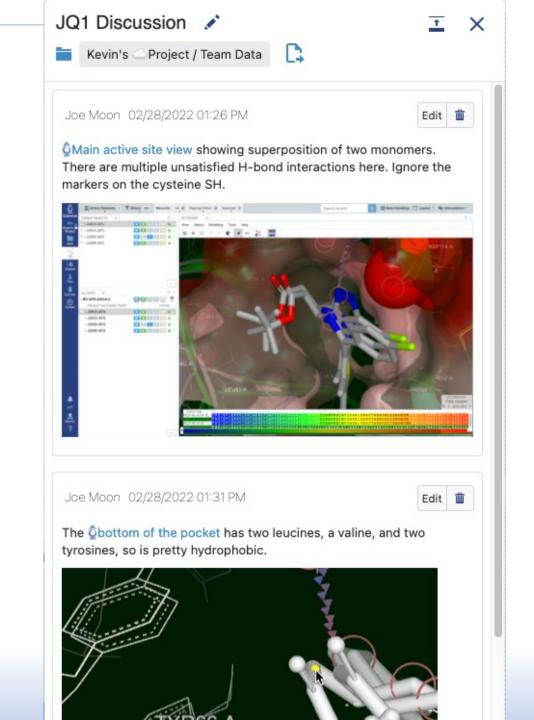


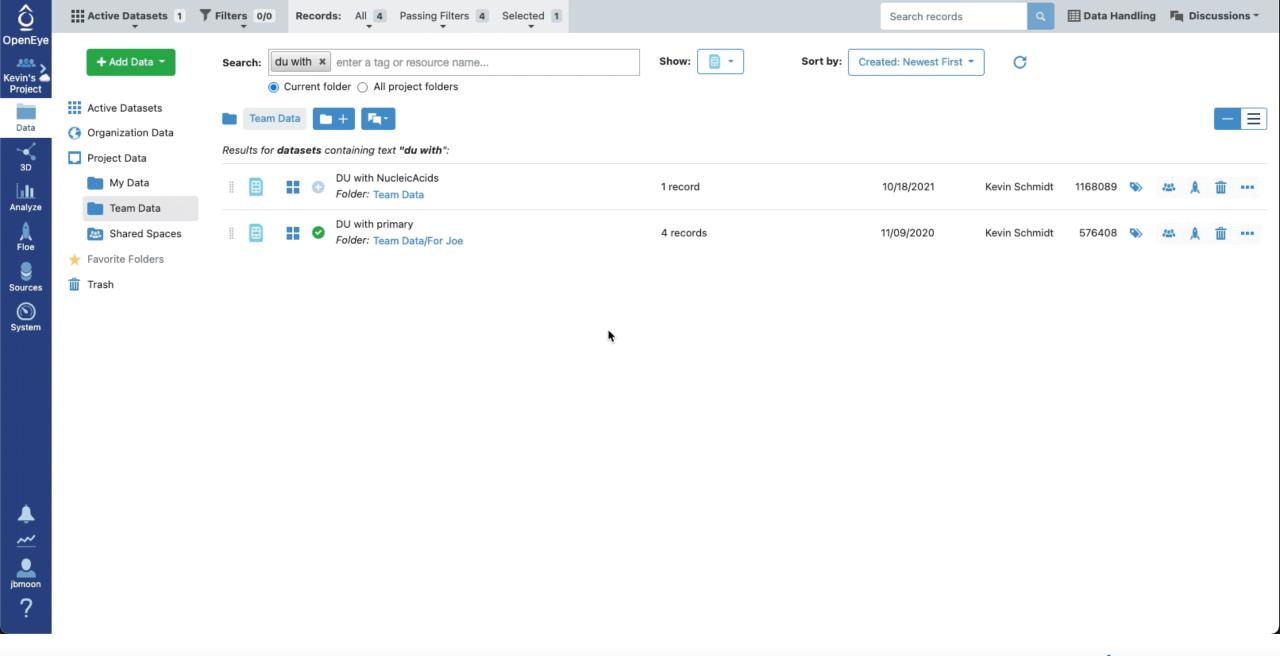




### **Discussion Boards**

- Allow multi-way discussions about modeling sessions
- Pictures, links, rich text
- Provide links to live data
- Can be shared with team members







## Complexity Issue

- How to add lots of new features without increasing complexity?
- Can new features go in their own place?
- Split Orion
  - Core Orion Data Management, Analysis, 3D, Floes
  - Everything else Gallery of apps
- UI plugin system
  - Apps are somewhat uniform
  - Don't interact with each other or the core



# Looking Forward

- Ash will discuss the Orion roadmap later this morning
- Plug-in system to expand Orion
- Make the Orion user experience best in class
- Lots of changes underway to make that happen
- We welcome feedback!



# Thank You The End