VAPOR Version 3

Overview

The primary focus of the VAPOR team is the development of version 3 of VAPOR. Version 3 is a major refactoring effort aimed at addressing a number of key limitations in the original VAPOR architecture. In particular, the version 3 effort has three primary goals:

1. Enabling extensibility: Facilitate the development of new, or modification of existing, capabilities in *vaporgui* by the VAPOR team as well as 3rd party developers.
2. Supporting more general grids: The original version of VAPOR assumed that all data were sampled on a single, rectilinear grid. Version 3 will relax this restriction and support a much more general set of structured, as well as, unstructured data. Of paramount importance is the ability to natively support the computational meshes in use by the majority of geoscience simulation codes
3. Improving ease-of-use: Provided a simplified, and consistent GUI across all of vaporgui's data operators and visualizers.

Schedule

Our plans call for having a limited functionality release available early in 2016. Subsequent releases will add functionality currently available in VAPOR 2.x. Our expectation is to have a one to two year overlap before version 3.x supports all of the 2.x functionality. At that point version 2.x will enter End-of-Life.

Links

VAPOR 3.0 planning meeting notes

Roadmap

Detailed project description