Prerequisites

- A laptop or PC running Snap! (best in Chromium based browsers, e.g. Chrome, MS Edge, Chromium, ...)
- Local JavaScript communication bridge to link Snap! to external services: WebSocket-to-X
- A NVIDIA Jetson computer running the prepared Docker container running in the same network or using VPN

How to install the required software can be found in the other sections of this documentation.

Technical Details on Distributed System Architectures

Communicating with ImageNet and DetectNet on NVIDIA Jetson

- Webserver running on Jetson handling web requests interacting with ImageNet and DetectNet

Communicating with JetBot

- ...

Communicating with Tello Drone via WebSocket

- **Tello JS:** JavaScript WebSocket server on local computer
- Details: **Snap! and Tello JS**

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