Color/Advanced Graphics Features Brainstorming

In the list below, rank (between 1 and 5, 1 highest to 5 lowest) the priority of each item or feature you would be interested in. OR feel free to add to the list of things you might like to see.

    Color windows
    Color fonts
    Move windows from b/w to color display?
    Multi-monitor Suns?
    Sun color hardware
        CG2
        CG3
        CG4
        CG5
        Special graphics accelerators
    Need separate fonts for fore, backgrounds colors (versus font or stream attribute)
    Color bitmaps will eat up 32M space quickly (windows, fonts)
        Remote bitmaps (outside of 32M address space - can't save in sysout)
    New Opcodes
        2&3 D geometric transforms (avoids floating pt. boxing)
        BitMapBit
        TEdit Color
        Your suggestion here
    Cleanup texture/shade/color controversies
    Application support
        raytracers
        renderers
    Application type
        User Interface
        2 D
        3 D
        Animation
        Image analysis
    Other I/O devices
        film recorders
        color hardcopy
            InterPress
            Postscript
            Others?
        scanners
        digitizing tablet
    File I/O of various formats
        AIS
        Others?
    Better quality graphics capabilities
        contour fonts
        better polygon capabilities (e.g. "woodgrain texture fill")
    Speed requirements? (often need to process *lots* of pixels)
    Can logout, restart from color screen? Are there multiple resolutions (multiple BPP) of color?
    Integration with other modules
        Rooms

      ScreenPaper
      ACE (animation editor)
      Notecards
      LOOPS
      TEdit
      Sketch
Compatibility with Medley1.1 sysouts, data structures
Kickstarting (integrated w. current scripts (ldeether -c calls ldecolor?)
Light weight high quality bitmap editor
Resolution independent streams
Postscript interpreter
Network ray tracer
Immediate bare-bones capabilities
(versus) Not so immediate richer capabilities
Flood fill