

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 foreground, 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 (Ideether -c calls Idecolor?))
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