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