graf3d/ plans for 5.28

- The biggest issue – my defection to CMS
  - Switch on March 1st
  - In principle the deal between ROOT and US CMS is that I stay in charge of graf3d/
  - CMS event-display consolidation project is starting now.
  - Alja is 100% CMS – still does a lot in ROOT

- Highest priority stays support for ALICE, CMS and other experiments

gpad/

2D graphics with GL – half-cooked since summer:

- cleanup TVirtualViewer3D – TPad relation

- remove obsolete GL interfaces

  - TGLViewer for GL-in-pad – will only work in GL canvas

  - GL plot painters

- will probably have to break some interfaces

1 month of work – also for Timur.

gl/

- Use threads for scene draw-list preparation
- Text / fonts / axes in GL (Alja)
    - Use polygon fonts for printing
    - Support TLatex in gl/
- Support textures (Alja?)

    We have prototype in Fireworks – CMS logo :)

Transparency support in TColor – would be good, but see trouble ahead with Color_t.

eve/

- Track propagation (Alja):
  - on-demand -- when being drawn
  - use threads
  - momentum-dependant step in RK propagator
- Expect requests from CMS for:
  - raw-data visualization
  - geometry display

other issues

- Build system:
  - have SSE/SIMD compiler flags available in a variable