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Subject: antialiased image from IDLgrWindow::Read() ??  
Posted by [Sean Dettrick](#) on Fri, 26 Apr 2002 23:53:13 GMT  
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Hi,  
I want to read an antialiased image from IDLgrWindow. Rick Towler suggested this is possible on recent mid-high end video cards. I have tried, but without success. Does anyone have advice?

I have an NVIDIA GeForce 3 Ti 200, which, sifting through the superlatives, purports to have a patented High Resolution Anti Aliasing (HRAA) system.

However, using  
    oImage = oWindow -> Read()  
    oImage -> GetProperty, data=image\_data  
    write\_bmp,'test.bmp',image\_data,/rgb  
produces an aliased image.

Furthermore, I notice that all of my output is aliased. This is true on both my linux and windows partitions (I have the latest NVIDIA driver on the windows partition).

Any suggestions would be greatly appreciated...

Thanks,  
Sean Dettrick

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