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Subject: Re: PPM image from IDLgrBuffer: top-bottom order

Posted by [Rick Towler](#) on Thu, 25 Apr 2002 20:30:15 GMT

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Depending on your hardware you might consider grabbing your images from your window instead of a buffer. Most of the newer mid to high end PC video adapters allow you to display anti-aliased output which is far superior to the output rendered in a buffer. Which makes me wonder if scenes rendered to a buffer are rendered via software?

Just don't do anything with your machine while you are generating your images in this manner since anything parked in the window's space while you are "recording" will be grabbed.

This should improve image quality, even if you are reducing to 8 bit flick files.

-Rick

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