
Subject: Re: antialiased image from IDLgrWindow::Read() ??
Posted by [Sean Dettrick](#) on Tue, 30 Apr 2002 04:10:27 GMT
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Rick, FYI, the NVidia antialiasing worked just as you suggested.
I liked the Quincunx method the best for my plots, better than the
methods available on the Radeon. Am now using Windows XP.

However, I found my Radeon computer 5-10 times faster than my
NVidia computer! At a wild guess I suppose that Nvidia OpenGL
"extensions" don't help IDL much. It may be a hardware difference,
but you wouldn't guess it looking at the two systems:

- 1) Nvidia G3 Ti200, dual Athlon MP1800, ASUS motherboard
and
- 2) Radeon 8500, single 2GHz Pentium 4, ASUS motherboard.

Both of these cards are appalling on their respective linux partitions.
Radeon 8500 is completely unsupported (ie software rendering)
and the linux NVidia driver somehow won't do direct rendering
for me.

Later in the week I'll send a detailed post for the edification
of the list.

Sean

"Rick Towler" <rtowler@u.washington.edu> wrote in message
news:aak2m8\$1jhu\$1@nntp6.u.washington.edu...

>

> "Sean Dettrick" <dettrick@uci.edu> wrote

>

>> Presumably I'll get it functioning on my at-work Nvidia as well.

>> If not I'll let you know in case you're interested.

>

> Keep me posted. I am curious how other hardware/software combinations
work

> out. For animation anti-aliasing is a big bonus but I haven't heard of

> anybody's experiences with it beyond yours.

>

> -Rick

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