

---

Subject: Re: antialiased image from IDLgrWindow::Read() ??

Posted by [Rick Towler](#) on Mon, 29 Apr 2002 18:16:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

"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

---