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

Posted by [Sean Dettrick](#) on Sat, 27 Apr 2002 21:33:56 GMT

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Hi Rick,

thanks again so much. AA now works on my home computer (Radeon 8500 chip) via OpenGL. Not surprisingly it doesn't work with the proprietary Radeon "Smoothvision" (which I guess is AA). 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. I have IDL5.5 by the way.

Sean

"Rick Towler" <tsehai@attbi.com> wrote in message

news:l2By8.14698\$ao1.8340@rwcrcnsc54...

> Hi Sean,

>

> Is AA turned on? (desktop properties -> settings -> advanced -> GF3 ->

> Additional Properties -> 3d antialiasing settings) With your GF3 you should

> be able to set 2x, Quincunx, and 4x. Make sure IDL's renderer is set to

> hardware. Restart IDL after you make any changes.

>

> I don't know if the linux drivers have AA enabled. I would stick to

windows

> for now.

>

> I have had problems with different driver versions, IDL, and AA. Until

> recently I had to use my video card vendors driver since the nVidia

> reference driver failed to produce AA output with IDL (but it would work

> with other OpenGL applications). I am currently running the latest nVidia

> reference drivers and IDL 5.5 and AA works great. What version of IDL are

> you running?

>

> You should see the difference in the window so don't bother grabbing

images

> and checking them until you get AA working.

>

>

> -Rick

>

>

>

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

> news:aacp9m\$ckm\$1@news.service.uci.edu...

>> 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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