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

Posted by [Rick Towler](#) on Sat, 27 Apr 2002 17:17:05 GMT

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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

> olmage = oWindow -> Read()

> olmage -> 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
>
>
>
