
Subject: Re: Antialiasing under IDL 5.5

Posted by [engpcris](#) on Tue, 10 Sep 2002 15:32:25 GMT

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It's working fine now!!

in fact as I need the mouse events in the window area I was using the Widget_draw fonction (with Graphic level=2) to create the window.

The problem is I was using Retain = 2 witch dissable the hardware rendering!!!

Does anyone knows how to have a Backing store and use the hardware rendering under windows?

Thank you very much for your help.

P.s: The last detonator 40.41 seen to work without any problem under IDL 5.5
