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Subject: Re: Antialiasing under IDL 5.5

Posted by [Rick Towler](#) on Mon, 09 Sep 2002 16:49:47 GMT

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"Filipe" <engpcris@livjm.ac.uk> wrote

- > i'm currently using IDL 5.5 under win2000 with a GeForce 4 Ti4200.
- >
- > I'm using 3D objects graphics, (for Stereo vision issues) and I was
- > wondering if I can use the hardware antialiasing of my video card.

Yes, you can. This may seem obvious but you need to render to a window (not a buffer) to use the card's AA. Double check that you have hardware rendering enabled in IDL. You also have to restart IDL after making changes to the AA settings.

An east test would be to throw a wireframe orb into xobview and zoom in:

```
orb = obj_new('orb', color=[0,0,255], radius=1.0, style=1)
xobjview, orb, /block
obj_destroy, orb
```

- > I tried different version of the Detonator drivers and none of them seen
- > to work.

This one is more difficult. In the past I have run into detonator versions where AA didn't work in IDL (it *would* work in other OpenGL apps). This was also around the time that I was experimenting with shutter glasses (no idea if there is a connection). I haven't had a problem with the newer drivers but I have also ditched the shutter glasses. Again, one wouldn't think there would be a connection, but...

I would try uninstalling your current drivers, reinstalling at least the 30.82 drivers and do not install the shutter glasses driver. Then turn AA on and give things a try.

-Rick

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