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Subject: Antialiasing under IDL 5.5

Posted by [engpcris](#) on Mon, 09 Sep 2002 11:30:30 GMT

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Hi

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

I enabled in the configuration options the antialiasing of the video card but none of the options seen to work.

Thank you very much for your help.

Filipe cristino

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